

BATTLETECH QUICK-STRIKE

TECHNICAL READOUT: 3055 UNIT CARDS

INTRODUCTION

In the advanced core rulebook *Strategic Operations*, we introduced our players to a special new way to play *BattleTech* dubbed the *Quick-Strike Rules*. A hybrid of classic miniatures play and the *BattleForce* tactical system, the *Quick-Strike Rules* (as presented on pp. 400-409 of *Strategic Operations*) offers players the change to rapidly resolve *BattleTech*-scale combat with a far more condensed approach in terms of gameplay statistics and the like, statistics that are also compatible with the *BattleForce* tactical game play system.

Within this electronic booklet are the complete statistics for 24 of the most iconic and classic BattleMechs used in *BattleTech* today, converted for use in *BattleTech* games played using the *Quick-Strike Rules* system. These 24 units are based on those that appeared under the same names and designations in the *BattleTech Introductory Box Set* (CAT #35000) published by Catalyst Game Labs. The full *Total Warfare* statistics for these units may be found in *Technical Readout: 3055 Upgrade* as well as *BattleTech Record Sheets: 3055 Upgrade*.

HOW TO USE THIS BOOK

The *Quick-Strike* cards provided in these pages are designed to be printed, cut out, folded over, and pasted for ease of handling and storage. Players so inclined may even have these cards laminated to preserve them better over time and frequent use. Each card, when properly cut and folded, will feature the name and in-universe manufacturing data for the unit on one side, and the *Quick-Strike Rules* gameplay data on the other. An image of the unit also appears on these cards, so that players unfamiliar with the various units (but who have access to their miniatures) can match the unit with its corresponding image.

QUICK-STRIKE BATTLETECH

The *Quick-Strike Rules* system is a simple adaptation of the *BattleForce* gameplay system using more flexible tactical-scale miniature rules. While the full *BattleForce* rules are found in *Strategic Operations*, players can download a free PDF of the *BattleForce Quick-Start Rules* to get a feeling for that tactical game system and how it meshes with the Miniatures Rules to create the *Quick-Strike Rules*.

The statistics shown on each card include the following data:

- **Unit Size (Size):** A numerical value indicating its weight class. (1 = Light, 2 = Medium, and so forth.)
- **Movement (Move):** The number of inches the unit may move in gameplay. (If a "j" appears afterward, the unit can jump.) Note: In *Quick-Strike* play, movement is inch-based instead of hex-based as in normal *BattleForce* play. The number shown has been doubled from the unit's normal *BattleForce* movement value.
- **Skill:** This blank area is where the player can indicate the base to-hit number for the unit. (A 4 is a common regular score, while a 1 or a 0 indicates an elite warrior.)
- **Damage values at each range bracket—S (+0), M (+2), and L (+4):** This is the number of points of damage the unit will deliver at Short, Medium, and Long range, respectively.
- **Overheat Value (OV) and Heat Scale:** This indicates the number of added points of damage the unit can deliver in exchange for suffering overheat effects. (Overheating is tracked on the heat scale. If this scale reaches—or exceeds—"S", the unit is shutdown.)

- **Armor and Structure (A and S):** These bubbles indicate how many points of Armor and Structure damage the unit can sustain before being destroyed. (Damage to the structure dramatically increase the chance of critical damage.)
- **Special:** Special abilities and features are described in the abbreviations shown here. (See pp. 342-354, *Strategic Operations*, for more information.)
- **ID (on reverse):** Use this area to identify individual BattleMechs in the event that multiple 'Mechs of the same design are used.

BATTLEFORCE

The *Quick-Strike Rules* system draws so much on those of *BattleForce* that the statistics effectively translate the same way. The only significant difference, in fact, is that the movement rates in *BattleForce* are measured in mapsheet hexes instead of in inches on hex-less terrain.

CREDITS

Project Development

Herbert A. Beas II
Development Assistance
Matt Heerd

BattleTech Line Developer

Herbert A. Beas II

Writing

Herbert A. Beas II

Production Staff

Cover Illustration
Alex Iglesias
Cover Design and Layout
Matt Heerd
BattleForce Statistics
Joshua Franklin
Project Conception
Ray Arrastia & Matt Heerd



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CAT35QS002

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ALBATROSS ALB-3U

17 Points

SIZE: 4 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
4 4 2

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: OOOO

SPECIAL: FLK1/1/1, IF1, CASE,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ALBATROSS ALB-3U

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ALBATROSS ALB-4U

19 Points

SIZE: 4 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
5 5 2

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOOOOO
S: OOOO

SPECIAL: IF1, CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ALBATROSS ALB-4U

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ANVIL ANV-3M

14 Points

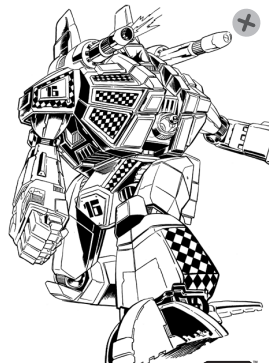
SIZE: 3 MOVE: 5/2j (10/4j) SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOOOO

SPECIAL: ENE, ECM, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ANVIL ANV-3M

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ANVIL ANV-3R

15 Points

SIZE: 3 MOVE: 5 {10} SKILL:

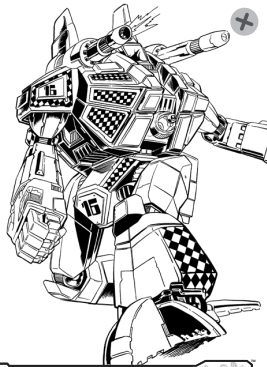
S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○

S: ●●●●●

SPECIAL: ENE, ECM, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ANVIL ANV-3R

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ANVIL ANV-5M

17 Points

SIZE: 3 MOVE: 5j {10j} SKILL:

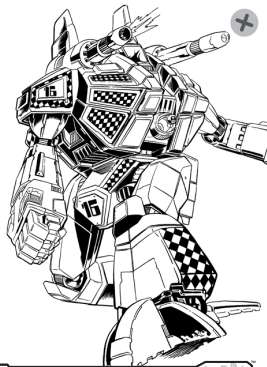
S (+0) M (+2) L (+4)
3 3 2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○

S: ●●●●●

SPECIAL: ENE, ECM, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ANVIL ANV-5M

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ANVIL ANV-5Q

13 Points

SIZE: 3 MOVE: 5/2j {10/4j} SKILL:

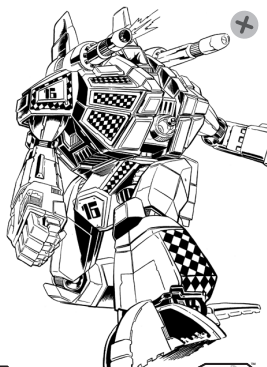
S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○

S: ●●●●●

SPECIAL: ENE, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

ANVIL ANV-5Q

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ANVIL ANV-6M

14 Points

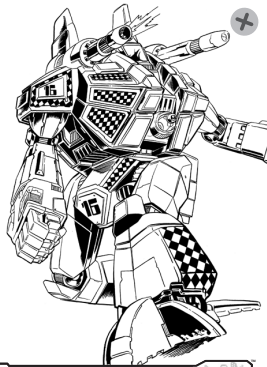
SIZE: 3 MOVE: 5/2j (10/4j) SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOOOO

SPECIAL: ENE, ECM, TAG, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ANVIL ANV-6M

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ANVIL ANV-8M

17 Points

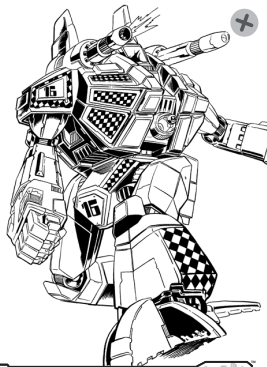
SIZE: 3 MOVE: 5 (10) SKILL:

S (+0) M (+2) L (+4)
2 2 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOOOO

SPECIAL: CASE, ECM, ARTAIS1,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ANVIL ANV-8M

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

APOLLO APL-1M

12 Points

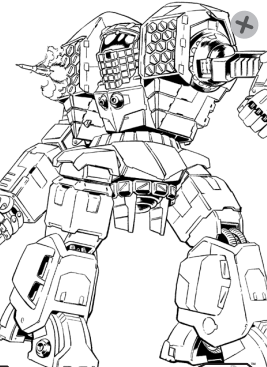
SIZE: 2 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
2 3 3

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOOO

SPECIAL: IF2, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

APOLLO APL-1M

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

APOLLO APL-1R

11 Points

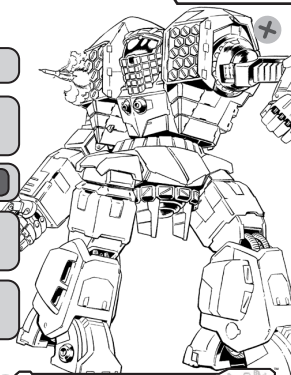
SIZE: 2 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●●●●

SPECIAL: LRM1/2/2, IF2,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

APOLLO APL-1R

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

APOLLO APL-2S

13 Points

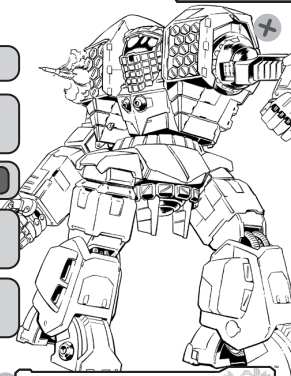
SIZE: 2 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
3 4 3

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●●●●

SPECIAL: IF2, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

APOLLO APL-2S

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

APOLLO APL-3T

12 Points

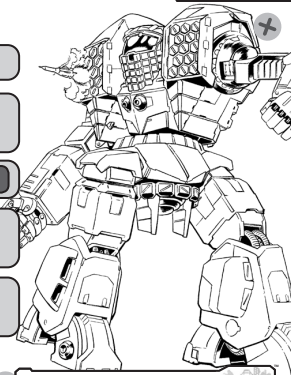
SIZE: 2 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
4 4 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●●●●

SPECIAL: IF2, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

APOLLO APL-3T

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

AQUAGLADIUS AQS-3

8 Points

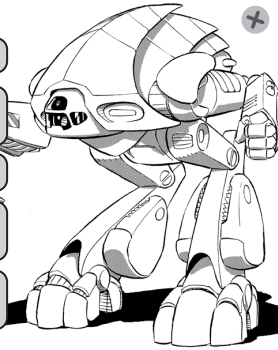
SIZE: 2 MOVE: 6 (12) SKILL:

S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOO

SPECIAL: MEL, MTAS, UMU5,
BHJ, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

AQUAGLADIUS AQS-3

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

AQUAGLADIUS AQS-4

15 Points

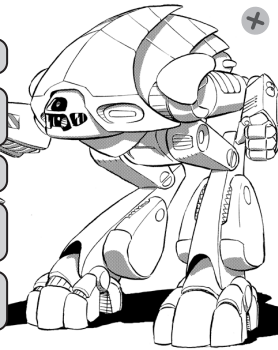
SIZE: 2 MOVE: 6 (12) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOO

SPECIAL: ENE, UMU6, BHJ,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

AQUAGLADIUS AQS-4

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BABOON

6 Points

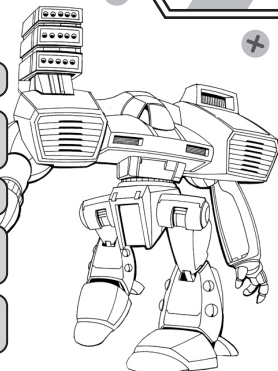
SIZE: 1 MOVE: 9 (18) SKILL:

S (+0) M (+2) L (+4)
1 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OO
S: OO

SPECIAL: IF1, CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

(HOWLER)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BABOON 2

8 Points

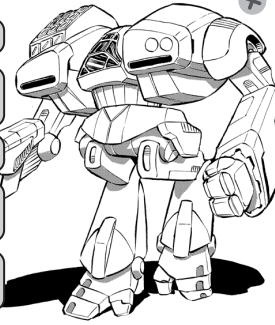
SIZE: 1 MOVE: 8 (16) SKILL:

S (+0) M (+2) L (+4)
3 2 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

(HOWLER) 2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BABOON 3 "DEVIL"

13 Points

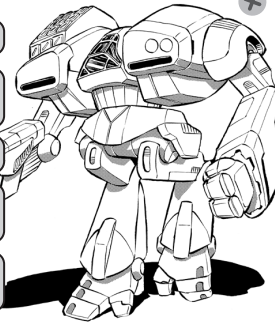
SIZE: 1 MOVE: 8 (16) SKILL:

S (+0) M (+2) L (+4)
2 2 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

SPECIAL: ENE, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

(HOWLER) 3 "DEVIL"

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BANDERSNATCH BNDR-01A

15 Points

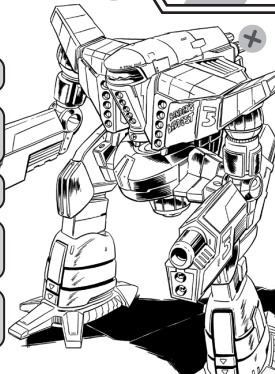
SIZE: 3 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
4 4 2

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●

SPECIAL: FLK1/1/1, IF1, CASE,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

BANDERSNATCH BNDR-01A

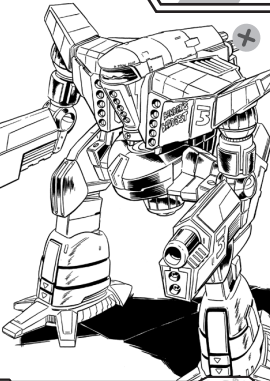
ID:



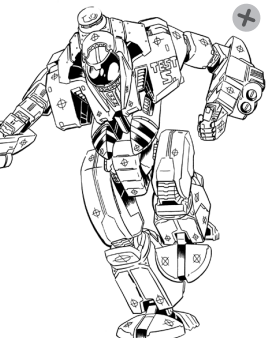
QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BANDERSNATCH		16 Points	ID:	
BNDR-01B				
SIZE: 3 MOVE: 4 (8) SKILL:				
S (+0) 3	M (+2) 4			L (+4) 2
OV: 2 HEAT SCALE 1 2 3 S				
A: ○○○○○○ S: ●●●●				
SPECIAL: CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BATTLE HAWK		8 Points	ID:	
BH-K305				
SIZE: 1 MOVE: 5j (10j) SKILL:				
S (+0) 3	M (+2) 3			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●				
SPECIAL: AMS, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BATTLE HAWK		9 Points	ID:	
BH-K306				
SIZE: 1 MOVE: 5j (10j) SKILL:				
S (+0) 3	M (+2) 3			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●				
SPECIAL: AMS, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BEHEMOTH

30 Points

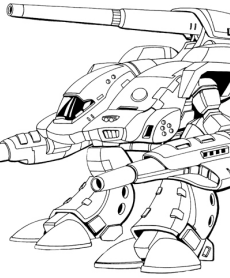
SIZE: 4 MOVE: 3j (6j) SKILL:

S (+0) 5 M (+2) 5 L (+4) 5

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○
S: ●○○○○○○○

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

(STONE RHINO)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BEHEMOTH

31 Points

2

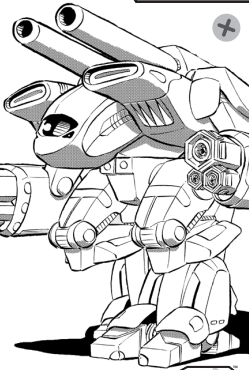
SIZE: 4 MOVE: 3j (6j) SKILL:

S (+0) 5 M (+2) 5 L (+4) 2

OV: 3 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○
S: ●●●●●●

SPECIAL: CASE, AMS, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

(STONE RHINO)

ID:

2



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BEHEMOTH

31 Points

3

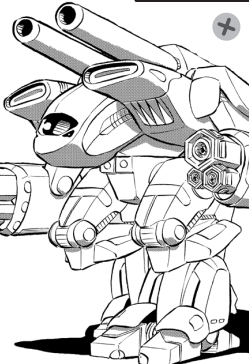
SIZE: 4 MOVE: 3j (6j) SKILL:

S (+0) 8 M (+2) 6 L (+4) 5

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○
S: ●●●●●●

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

(STONE RHINO)

ID:

3



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BERSERKER BRZ-A3

21 Points

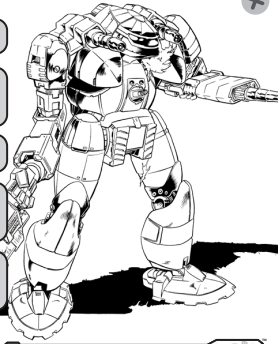
SIZE: 4 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
3 3 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○
S: ●●●●

SPECIAL: ECM, MEL, AMS,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

BERSERKER BRZ-A3

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BERSERKER BRZ-B3

20 Points

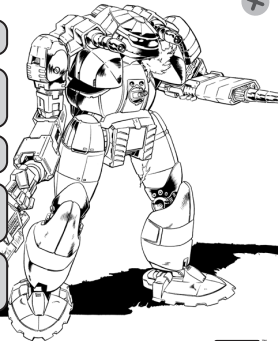
SIZE: 4 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
2 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○
S: ●●●●

SPECIAL: LRM1/1/1, IF1, ECM,
MEL, AMS, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

BERSERKER BRZ-B3

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BERSERKER BRZ-C3

24 Points

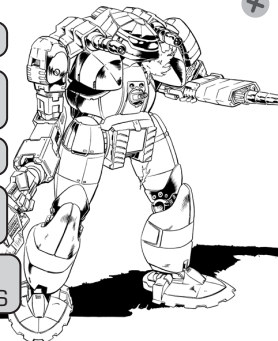
SIZE: 4 MOVE: 4 {8} SKILL:

S (+0) M (+2) L (+4)
3 3 1

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○
S: ●●●●●

SPECIAL: ECM, TSM, MEL, C3S,
MHQ1, AMS, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

BERSERKER BRZ-C3

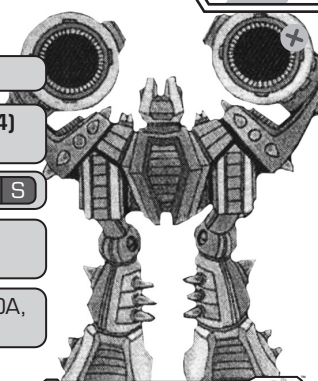
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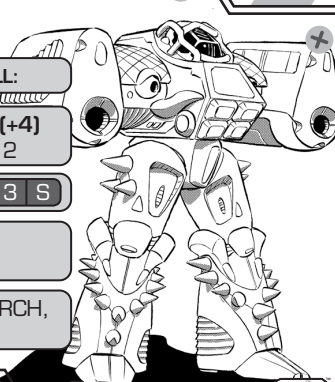
QUICK-STRIKE STATS

BATTLETECH

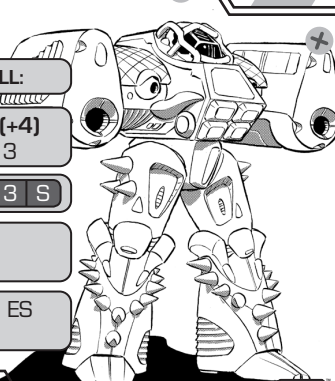
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BOMBARD		9 Points	ID:	
BMB-010				
SIZE: 2 MOVE: 2 (4) SKILL:				
S (+0)	M (+2)			L (+4)
0	0			0
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOO				
S: ●●				
SPECIAL: AC3/3/0, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BOMBARD		10 Points	ID:	
BMB-013				
SIZE: 2 MOVE: 2 (4) SKILL:				
S (+0)	M (+2)			L (+4)
2	2			2
OV: 2 HEAT SCALE 1 2 3 S				
A: OOOOO				
S: ●●				
SPECIAL: IF1, CASE, MEL, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BOMBARD		17 Points	ID:	
BMB-1X				
SIZE: 2 MOVE: 5 (10) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			3
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO				
S: ●●				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CERBERUS MR-5M

21 Points

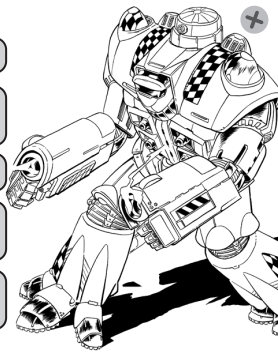
SIZE: 4 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
5 5 2

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●

SPECIAL: AMS, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

CERBERUS MR-5M

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CERBERUS MR-6B

21 Points

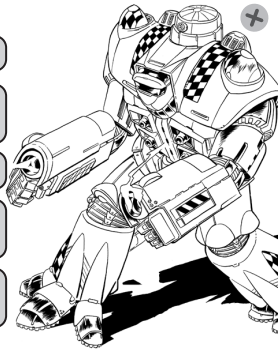
SIZE: 4 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
5 5 2

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●

SPECIAL: C3I, MHQ2, AMS,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

CERBERUS MR-6B

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CERBERUS MR-V2

20 Points

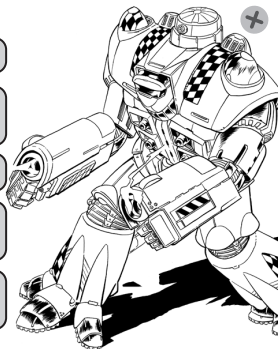
SIZE: 4 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
6 6 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●

SPECIAL: AMS, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

CERBERUS MR-V2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CERBERUS MR-V3

21 Points

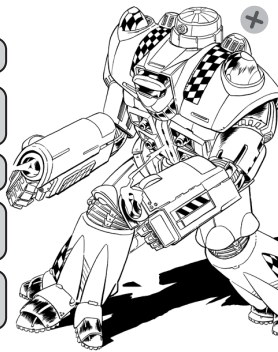
SIZE: 4 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
6 6 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●

SPECIAL: AMS, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

CERBERUS MR-V3

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COLOSSUS CL-P3

20 Points

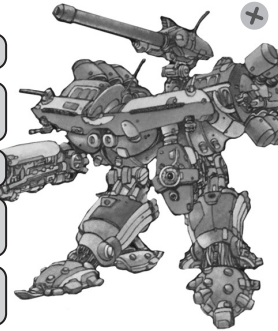
SIZE: 4 MOVE: 3 (6) SKILL:

S (+0) M (+2) L (+4)
4 4 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○
S: ●●●●●●●●

SPECIAL: AC2/2/O, CASE,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

COLOSSUS CL-P3

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COLOSSUS CLS-4S

24 Points

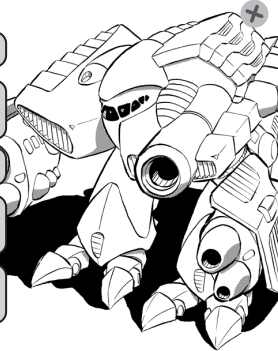
SIZE: 4 MOVE: 3 (6) SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○
S: ●●●●●●●●

SPECIAL: FLK1/1/O, CASE,
MEL, SHLD, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

COLOSSUS CLS-4S

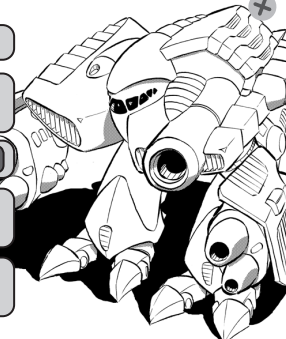
ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COLOSSUS CLS-5S		26 Points	ID:	
SIZE: 4 MOVE: 3j (6j) SKILL:				
S (+0) 4	M (+2) 5			L (+4) 4
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○○○ S: ●○○○○○○○○○				
SPECIAL: CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COPPERHEAD CPR-HD-002		8 Points	ID:	
SIZE: 1 MOVE: 6/1j (12/2j) SKILL:				
S (+0) 4	M (+2) 3			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COPPERHEAD CPR-HD-003		11 Points	ID:	
SIZE: 1 MOVE: 8/1j (16/2j) SKILL:				
S (+0) 4	M (+2) 4			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○ S: ●				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COPPERHEAD		12 Points	ID:
CPR-HD-004			
SIZE: 1 MOVE: 8 (16) SKILL:			
S (+0)	M (+2)	L (+4)	
4	4	0	
OV: 0 HEAT SCALE		1 2 3 S	
A: ○○○			
S: ●			
SPECIAL: SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CUDGEL		13 Points	ID:
CDG-1B			
SIZE: 4 MOVE: 6 (12) SKILL:			
S (+0)	M (+2)	L (+4)	
4	1	0	
OV: 0 HEAT SCALE		1 2 3 S	
A: ○○○○○○○○			
S: ●●●●			
SPECIAL: MEL, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CUDGEL		17 Points	ID:
CDG-2A			
SIZE: 4 MOVE: 5 (10) SKILL:			
S (+0)	M (+2)	L (+4)	
3	3	0	
OV: 1 HEAT SCALE		1 2 3 S	
A: ○○○○○○○○			
S: ●●●●			
SPECIAL: ENE, TSM, MEL, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CUDGEL CDG-2B

17 Points

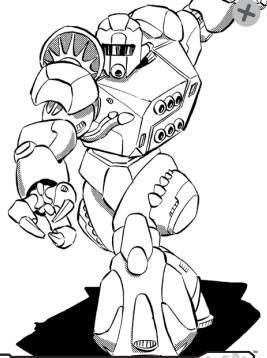
SIZE: 4 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: OOOO

SPECIAL: TSM, MEL, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

CUDGEL CDG-2B

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DAEDALUS DAD-3C

11 Points

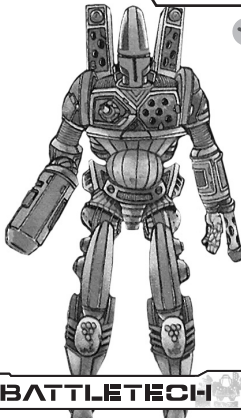
SIZE: 2 MOVE: 6j {12j} SKILL:

S (+0) M (+2) L (+4)
2 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: OO

SPECIAL: SRM2/2, CASE, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

DAEDALUS DAD-3C

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DAEDALUS DAD-3D

17 Points

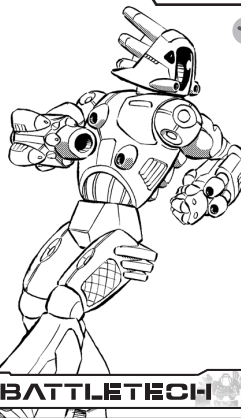
SIZE: 2 MOVE: 6j {12j} SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OO

SPECIAL: ENE, TSM, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

DAEDALUS DAD-3D

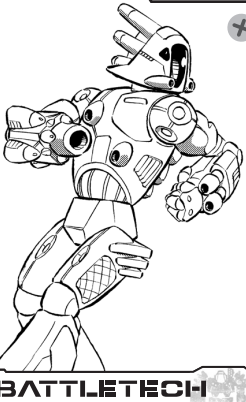
ID:



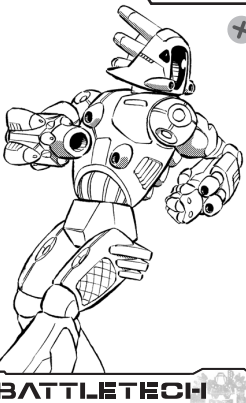
QUICK-STRIKE STATS

BATTLETECH

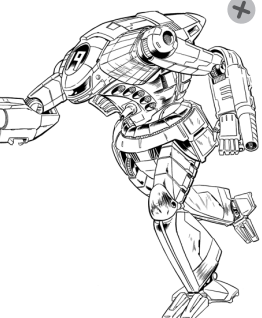
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DAEDALUS DAD-4A		15 Points	ID:	
SIZE: 2 MOVE: 8/6j (16/12j) SKILL:				
S (+0)	M (+2)			L (+4)
4	4			0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: ●●				
SPECIAL: TSM, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DAEDALUS DAD-4B		14 Points	ID:	
SIZE: 2 MOVE: 8/6j (16/12j) SKILL:				
S (+0)	M (+2)			L (+4)
4	4			0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: ●●				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DAIKYU DAI-01		16 Points	ID:	
SIZE: 3 MOVE: 5 (10) SKILL:				
S (+0)	M (+2)			L (+4)
3	4			3
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOO S: ●●●				
SPECIAL: CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DAIKYU DAI-02

18 Points

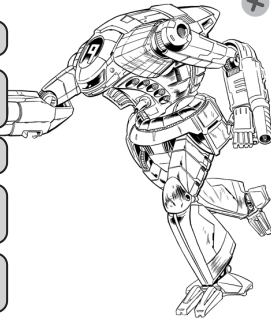
SIZE: 3 MOVE: 5j (10j) SKILL:

S (+0) M (+2) L (+4)
5 5 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●

SPECIAL: CASE, C3S, MHQ1,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

DAIKYU DAI-02

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DAIKYU DAI-03

17 Points

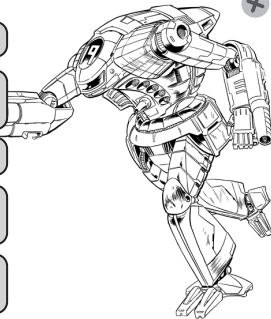
SIZE: 3 MOVE: 6 (12) SKILL:

S (+0) M (+2) L (+4)
3 3 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●●

SPECIAL: CASE, C3S, MHQ1,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

DAIKYU DAI-03

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DAIMYO DMO-1K

11 Points

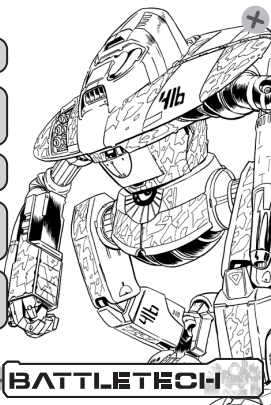
SIZE: 2 MOVE: 5 (10) SKILL:

S (+0) M (+2) L (+4)
3 3 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

DAIMYO DMO-1K

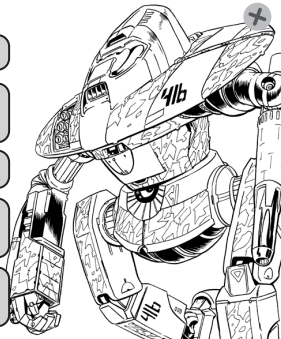
ID:



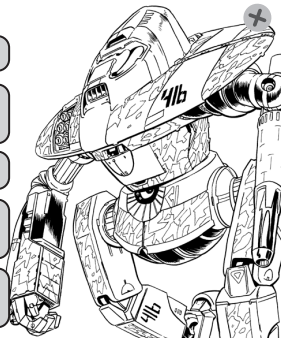
QUICK-STRIKE STATS

BATTLETECH

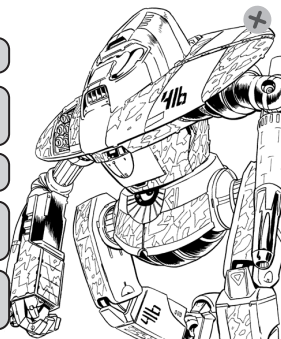
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DAIMYO DMO-2K		11 Points	ID:	
SIZE: 2 MOVE: 5 (10) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			1
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOO S: ●●●				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

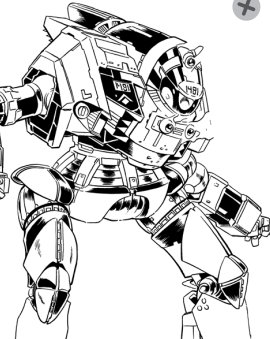
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DAIMYO DMO-4K		12 Points	ID:	
SIZE: 2 MOVE: 5 (10) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			1
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOO S: ●●●				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

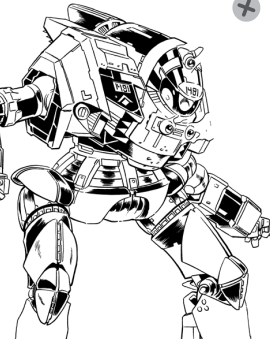
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DAIMYO DMO-5K		11 Points	ID:	
SIZE: 2 MOVE: 5 (10) SKILL:				
S (+0)	M (+2)			L (+4)
2	2			1
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOO S: ●●●				
SPECIAL: ENE, TAG, C3M, MHQ5, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

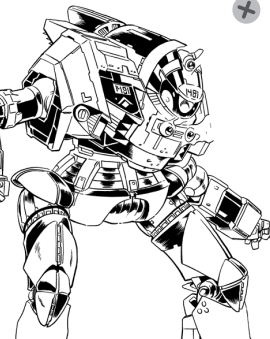
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DART DRT-3S		4 Points	ID:	
SIZE: 1 MOVE: 9 (18) SKILL:				
S (+0)	M (+2)			L (+4)
1	0			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○ S: ●●				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DART DRT-4S		7 Points	ID:	
SIZE: 1 MOVE: 9 (18) SKILL:				
S (+0)	M (+2)			L (+4)
2	2			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○ S: ●●				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DART DRT-6S		6 Points	ID:	
SIZE: 1 MOVE: 9 (18) SKILL:				
S (+0)	M (+2)			L (+4)
1	1			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

EPIMETHEUS PRIME

25 Points

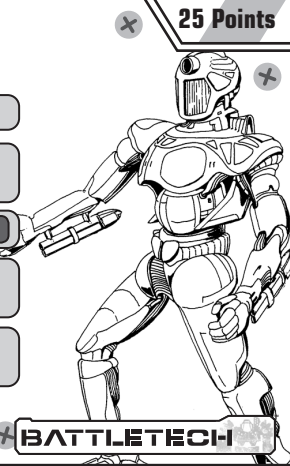
SIZE: 4 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
4 4 3

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

SPECIAL: OMNI, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

EPIMETHEUS PRIME

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FALCONER FLC-8R

22 Points

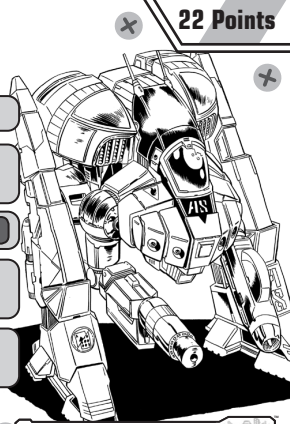
SIZE: 3 MOVE: 5j {10j} SKILL:

S (+0) M (+2) L (+4)
3 4 2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

FALCONER FLC-8R

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FIREBALL ALM-7D

4 Points

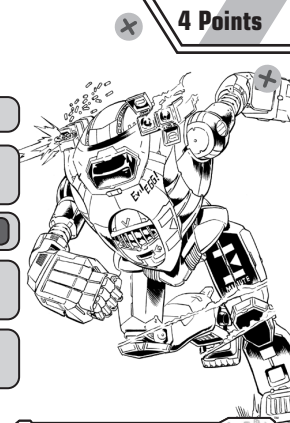
SIZE: 1 MOVE: 11 {22} SKILL:

S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

FIREBALL ALM-7D

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FIREBALL ALM-8D

6 Points

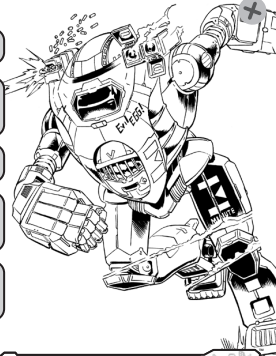
SIZE: 1 MOVE: 11 (22) SKILL:

S (+0) M (+2) L (+4)
2 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

FIREBALL ALM-8D

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FIREBALL ALM-9D

5 Points

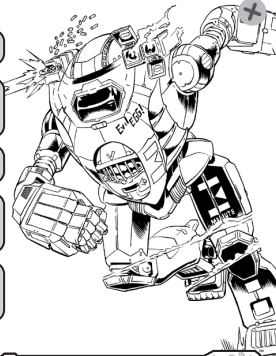
SIZE: 1 MOVE: 11 (22) SKILL:

S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

FIREBALL ALM-9D

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FLASHFIRE FLS-P2

7 Points

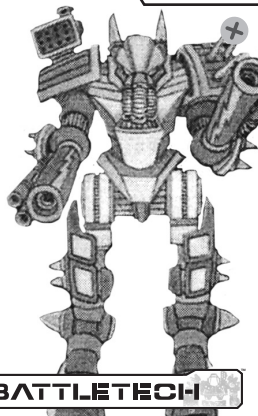
SIZE: 1 MOVE: 6 (12) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: SRM1/1, HT1, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

FLASHFIRE FLS-P2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FLASHFIRE FLS-P4

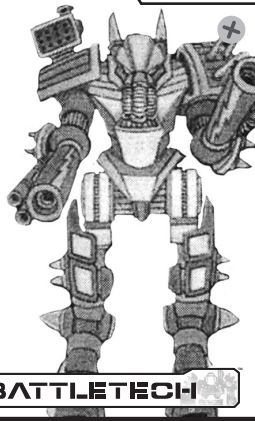
SIZE: 1 MOVE: 6j (12j) SKILL:

S (+0) M (+2) L (+4)
3 2 0

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: HT1, SRCH, SOA, SEAL,
ES



7 Points

QUICK-STRIKE STATS

BATTLETECH

FLASHFIRE FLS-P4

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FLASHFIRE FLS-P5

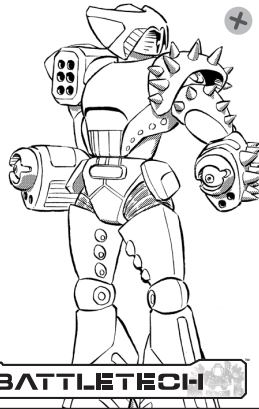
SIZE: 1 MOVE: 6/3j (12/6j) SKILL:

S (+0) M (+2) L (+4)
3 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: MEL, SRCH, SOA,
SEAL, ES



7 Points

QUICK-STRIKE STATS

BATTLETECH

FLASHFIRE FLS-P5

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GALAHAD PRIME

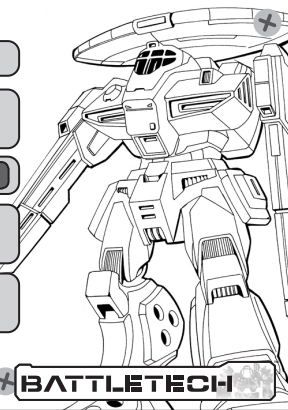
SIZE: 3 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
3 3 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●●

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



18 Points

QUICK-STRIKE STATS

BATTLETECH

(GLASS SPIDER) PRIME

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GALAHAD

2

20 Points

SIZE: 3 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
6 6 3

OV: 0 | HEAT SCALE 1 2 3 S

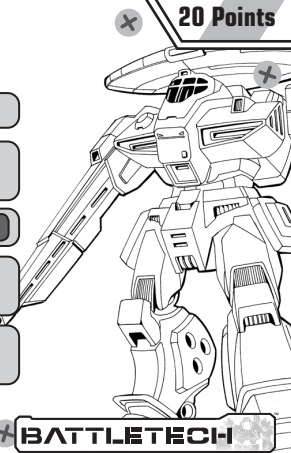
A: ○○○○○○○○

S: ●●●●●●

SPECIAL: ENE, SRCH, SOA, SEAL,
ES

QUICK-STRIKE STATS

BATTLETECH



(GLASS SPIDER)

2

ID:

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GALAHAD

3

25 Points

SIZE: 3 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
5 5 2

OV: 4 | HEAT SCALE 1 2 3 S

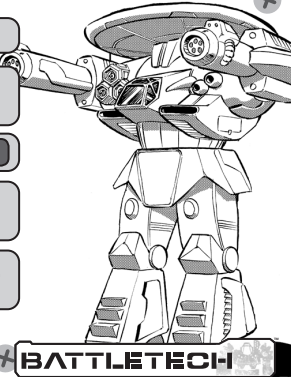
A: ○○○○○○○○

S: ●●●●●●

SPECIAL: ENE, SRCH, SOA, SEAL,
ES

QUICK-STRIKE STATS

BATTLETECH



(GLASS SPIDER)

3

ID:

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GALLOWGLAS GAL-1GLS

17 Points

SIZE: 3 MOVE: 4/2j (8/4j) SKILL:

S (+0) M (+2) L (+4)
4 4 1

OV: 0 | HEAT SCALE 1 2 3 S

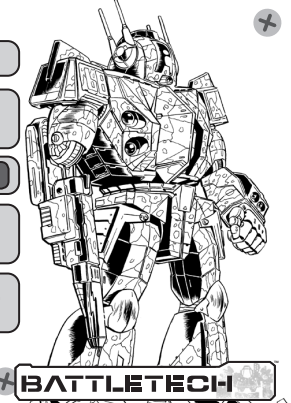
A: ○○○○○○

S: ●●●●●●

SPECIAL: ENE, SRCH, SOA, SEAL,
ES

QUICK-STRIKE STATS

BATTLETECH



GALLOWGLAS GAL-1GLS

ID:

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GALLOWGLAS GAL-2GLS

19 Points

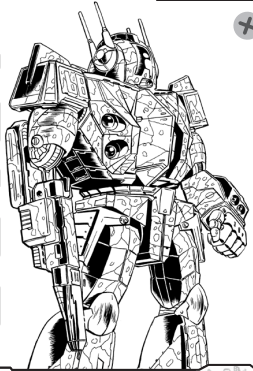
SIZE: 3 MOVE: 4/2j (8/4j) SKILL:

S (+0) M (+2) L (+4)
4 4 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOOOO

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

GALLOWGLAS GAL-2GLS

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GALLOWGLAS GAL-3GLS

23 Points

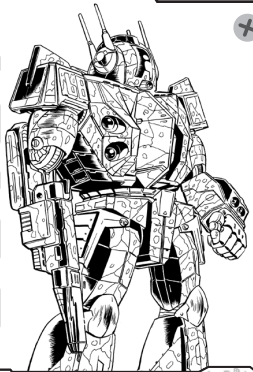
SIZE: 3 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
3 3 3

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: OOOO

SPECIAL: CASE, TSM, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

GALLOWGLAS GAL-3GLS

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GALLOWGLAS GAL-4GLS

19 Points

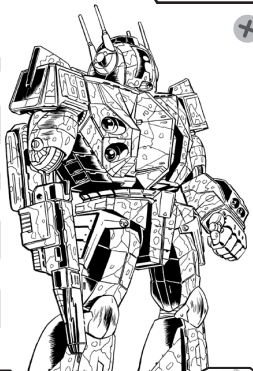
SIZE: 3 MOVE: 4j (8j) SKILL:

S (+0) M (+2) L (+4)
3 3 3

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOOOO

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

GALLOWGLAS GAL-4GLS

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GALLOWGLAS GAL-4GLSA

20 Points

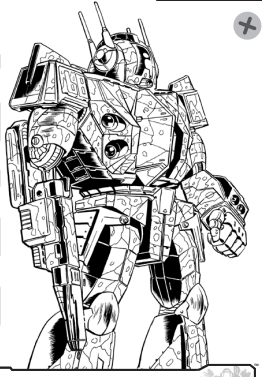
SIZE: 3 MOVE: 4j (8j) SKILL:

S (+0) M (+2) L (+4)
3 4 2

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOOOO

SPECIAL: CASE, ECM, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

GALLOWGLAS GAL-4GLSA

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GALLOWGLAS WD

21 Points

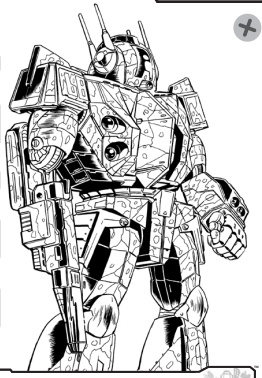
SIZE: 3 MOVE: 5/2j (10/4j) SKILL:

S (+0) M (+2) L (+4)
4 4 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOOOO

SPECIAL: ENE, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

GALLOWGLAS WD

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GOSHAWK

24 Points

SIZE: 2 MOVE: 6j (12j) SKILL:

S (+0) M (+2) L (+4)
5 4 1

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOO

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

(VAPOR EAGLE)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GOSHAWK

2

20 Points

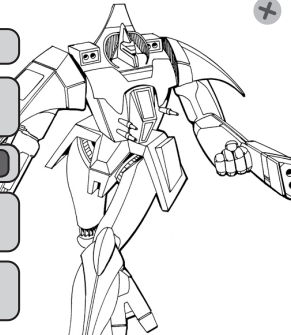
SIZE: 2 MOVE: 6j (12j) SKILL:

S (+0) M (+2) L (+4)
5 4 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

(VAPOR EAGLE)

2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GOSHAWK

3

25 Points

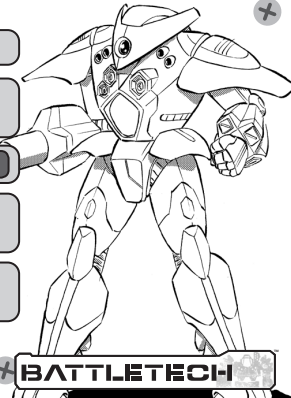
SIZE: 2 MOVE: 6j (12j) SKILL:

S (+0) M (+2) L (+4)
4 4 2

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

(VAPOR EAGLE)

3

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GOSHAWK

4

21 Points

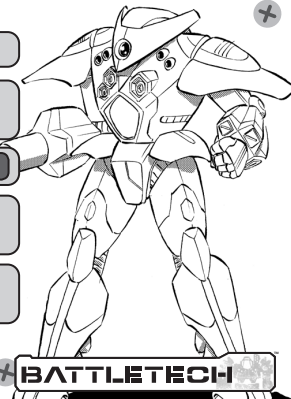
SIZE: 2 MOVE: 6 (12) SKILL:

S (+0) M (+2) L (+4)
8 7 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

(VAPOR EAGLE)

4

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GRAND CRUSADER 18 Points

GRN-D-01

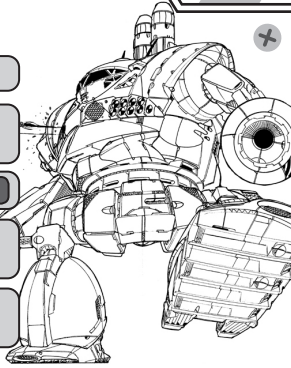
SIZE: 4 MOVE: 3 (6) SKILL:

S (+0) M (+2) L (+4)
3 4 2

OV: 3 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●

SPECIAL: IF2, AMS, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

 BATTLETECH

GRAND CRUSADER ID:

GRN-D-01



QUICK-STRIKE STATS

 BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GRAND CRUSADER 17 Points

GRN-D-02

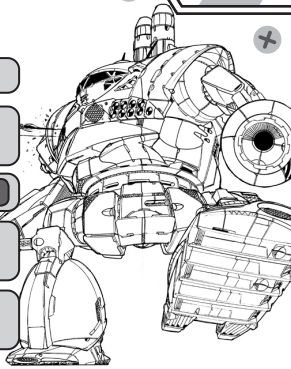
SIZE: 4 MOVE: 3 (6) SKILL:

S (+0) M (+2) L (+4)
3 4 3

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●

SPECIAL: IF2, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

 BATTLETECH

GRAND CRUSADER ID:

GRN-D-02



QUICK-STRIKE STATS

 BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GRAND CRUSADER 23 Points

GRN-D-03

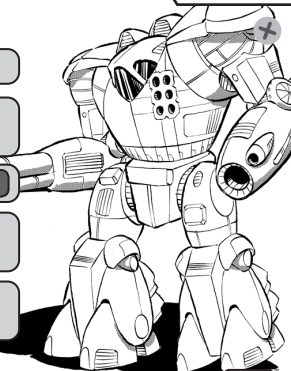
SIZE: 4 MOVE: 4j (8j) SKILL:

S (+0) M (+2) L (+4)
3 3 2

OV: 3 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●

SPECIAL: IF1, CASE, TSM, C3I,
MHQ2, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

 BATTLETECH

GRAND CRUSADER ID:

GRN-D-03



QUICK-STRIKE STATS

 BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GRAND CRUSADER II 23 Points

GRN-D-04

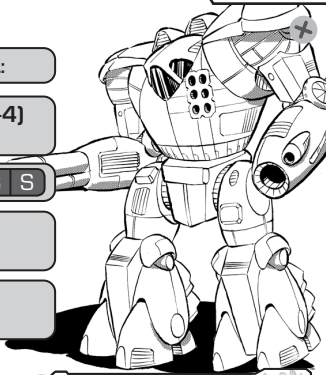
SIZE: 4 MOVE: 4j (8j) SKILL:

S (+0) M (+2) L (+4)
3 3 2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●

SPECIAL: CASE, TSM, C3I,
MHQ2, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

GRAND CRUSADER II ID:

GRN-D-04



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GRAND TITAN 18 Points

T-IT-N10M

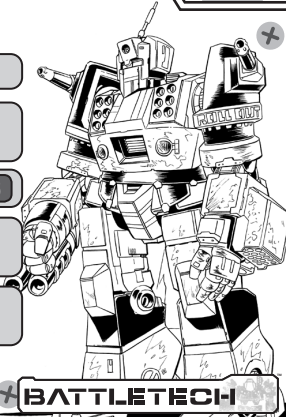
SIZE: 4 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
4 4 1

OV: 3 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○
S: ●●●●

SPECIAL: IF1, AMS, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

GRAND TITAN ID:

T-IT-N10M



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GRAND TITAN 21 Points

T-IT-N11M

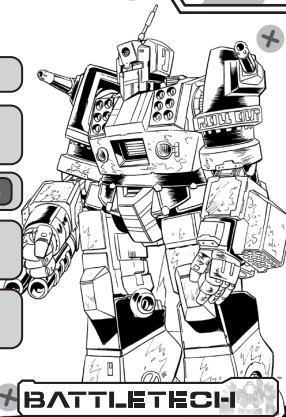
SIZE: 4 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
6 6 2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○
S: ●●●●

SPECIAL: CASE, ECM, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

GRAND TITAN ID:

T-IT-N11M



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GREAT TURTLE GTR-1

30 Points

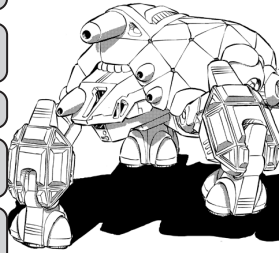
SIZE: 4 MOVE: 2/3j (4/6j) SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○○○○○○○○
S: ●○○○○○○○○

SPECIAL: ENE, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

GREAT TURTLE GTR-1

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GREAT TURTLE GTR-2

24 Points

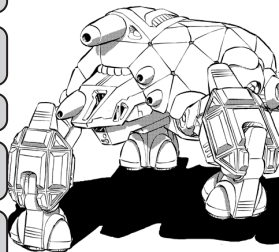
SIZE: 4 MOVE: 3j (6j) SKILL:

S (+0) M (+2) L (+4)
3 3 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○○○
S: ●○○○○○○○○○○

SPECIAL: ENE, SRCH, SOA, SEAL,
ES

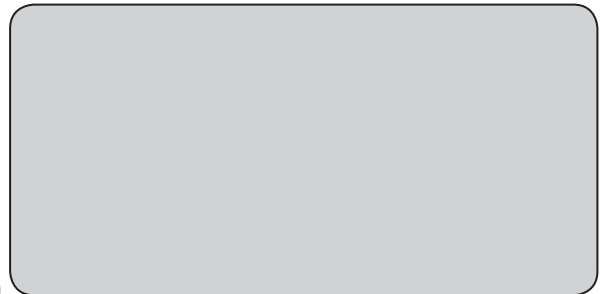


QUICK-STRIKE STATS

BATTLETECH

GREAT TURTLE GTR-2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GRIM REAPER GRM-R-PR29

15 Points

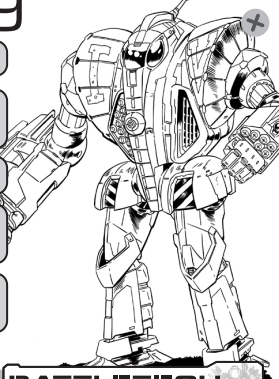
SIZE: 2 MOVE: 5 (10) SKILL:

S (+0) M (+2) L (+4)
2 2 1

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●

SPECIAL: LRM1/1/1, IF1, CASE,
AMS, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

GRIM REAPER GRM-R-PR29

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GRIM REAPER GRM-R-PR30

17 Points

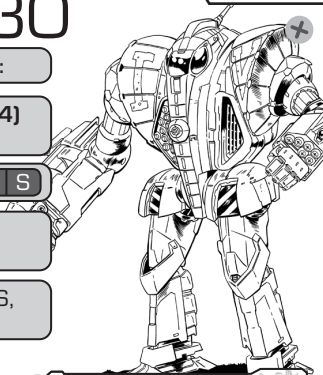
SIZE: 2 MOVE: 5 (10) SKILL:

S (+0) M (+2) L (+4)
3 3 2

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOO

SPECIAL: IF1, CASE, TSM, C3S,
MHQ1, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

GRIM REAPER GRM-R-PR30

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GRIM REAPER GRM-R-PR31

17 Points

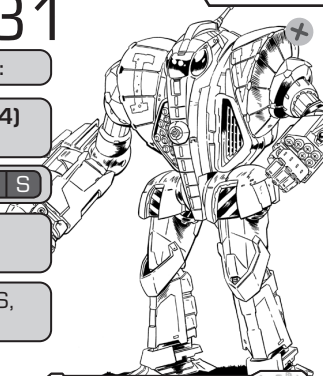
SIZE: 2 MOVE: 5 (10) SKILL:

S (+0) M (+2) L (+4)
3 4 3

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOO

SPECIAL: IF2, CASE, TSM, C3S,
MHQ1, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

GRIM REAPER GRM-R-PR31

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GUNSLINGER GUN-1ERD

23 Points

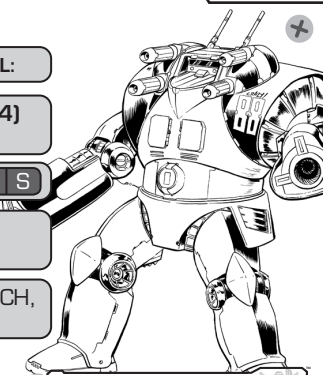
SIZE: 4 MOVE: 3/1 (6/2) SKILL:

S (+0) M (+2) L (+4)
5 5 3

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: OOOO

SPECIAL: ECM, PRB, RCN, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

GUNSLINGER GUN-1ERD

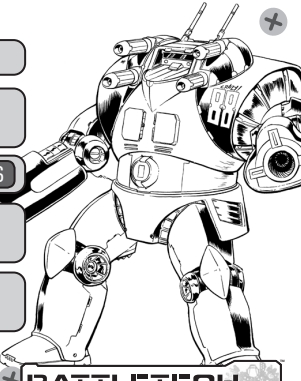
ID:



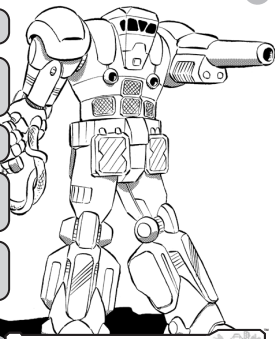
QUICK-STRIKE STATS

BATTLETECH

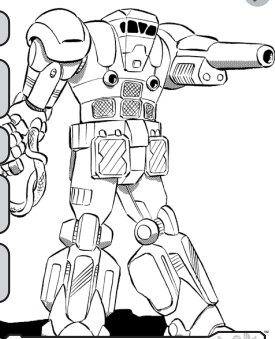
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GUNSLINGER GUN-2ERD		24 Points	ID:	
SIZE: 4 MOVE: 3j (6j) SKILL:				
S (+0)	M (+2)			L (+4)
5	5			3
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOOOO S: OOOO				
SPECIAL: ECM, TAG, C3M, MHQ5, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HACHIWARA HCA-3T		17 Points	ID:	
SIZE: 3 MOVE: 6 (12) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			2
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOOOO S: OOO				
SPECIAL: CASE, MEL, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HACHIWARA HCA-4T		17 Points	ID:	
SIZE: 3 MOVE: 6 (12) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			2
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOOOO S: OOO				
SPECIAL: CASE, MEL, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HACHIWARA HCA-4U

18 Points

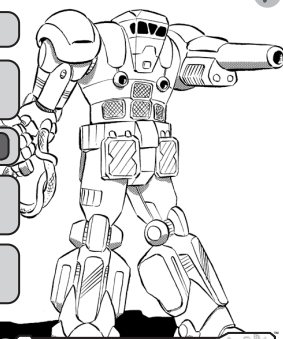
SIZE: 3 MOVE: 6 (12) SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: OOO

SPECIAL: CASE, MEL, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

HACHIWARA HCA-4U

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HACHIWARA HCA-6P

24 Points

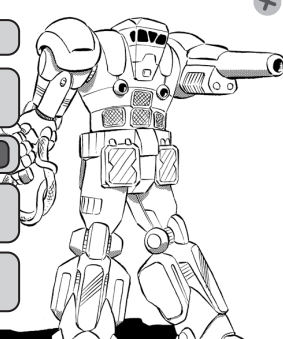
SIZE: 3 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
3 3 1

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOOOOO
S: OOO

SPECIAL: ENE, TSM, MEL, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

HACHIWARA HCA-6P

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HAMMER HMR-3C

10 Points

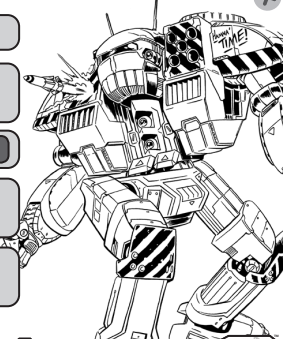
SIZE: 1 MOVE: 5 (10) SKILL:

S (+0) M (+2) L (+4)
4 4 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOO
S: OOO

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

"CLAW HAMMER" HMR-3C

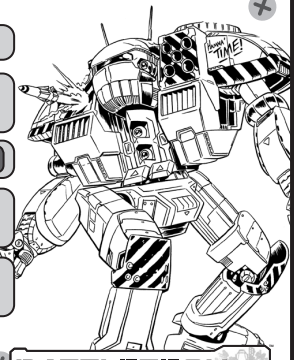
ID:



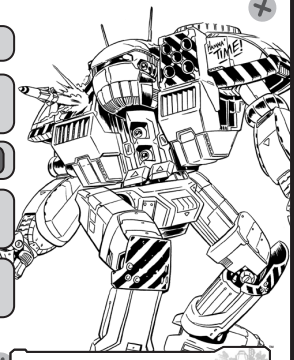
QUICK-STRIKE STATS

BATTLETECH

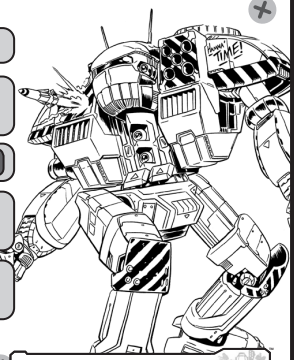
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HAMMER HMR-3M		8 Points	ID:	
SIZE: 1 MOVE: 5 {10} SKILL:				
S (+0)	M (+2)			L (+4)
2	3			1
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●●				
SPECIAL: IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HAMMER HMR-3P		8 Points	ID:	
SIZE: 1 MOVE: 5 {10} SKILL:				
S (+0)	M (+2)			L (+4)
4	3			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●●				
SPECIAL: TAG, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HAMMER HMR-3S		6 Points	ID:	
SIZE: 1 MOVE: 5 {10} SKILL:				
S (+0)	M (+2)			L (+4)
1	2			1
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●●				
SPECIAL: IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HELLHOUND	21 Points	(CONJURER)	ID:
2		2	
SIZE: 2 MOVE: 7j (14j) SKILL:			
S (+0) 4 M (+2) 4 L (+4) 1			
OV: 0 HEAT SCALE 1 2 3 S			
A: OOOOOO S: ●●●			
SPECIAL: CASE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HELLHOUND	18 Points	(CONJURER)	ID:
3		3	
SIZE: 2 MOVE: 6j (12j) SKILL:			
S (+0) 3 M (+2) 3 L (+4) 2			
OV: 1 HEAT SCALE 1 2 3 S			
A: OOOOO S: ●●●●			
SPECIAL: ENE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HELLHOUND	22 Points	(CONJURER)	ID:
4		4	
SIZE: 2 MOVE: 6j (12j) SKILL:			
S (+0) 5 M (+2) 5 L (+4) 0			
OV: 2 HEAT SCALE 1 2 3 S			
A: OOOOO S: ●●●			
SPECIAL: CASE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HELLHOUND 5

17 Points

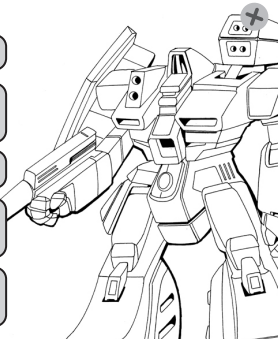
SIZE: 2 MOVE: 6j {12j} SKILL:

S (+0) M (+2) L (+4)
5 4 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOOO

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

(CONJURER) 5

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HERCULES HRC-LS-9000

16 Points

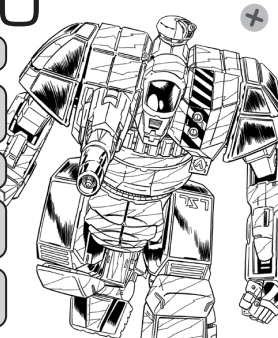
SIZE: 3 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
4 3 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: OOO

SPECIAL: FLK1/1/1, AMS,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

HERCULES HRC-LS-9000

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HERCULES HRC-LS-9001

16 Points

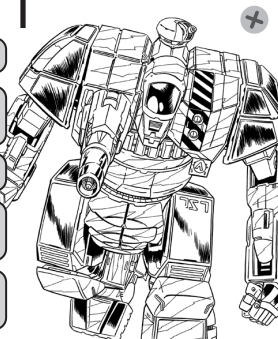
SIZE: 3 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
4 3 2

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: OOO

SPECIAL: FLK1/1/1, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

HERCULES HRC-LS-9001

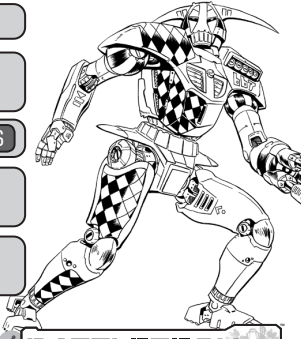
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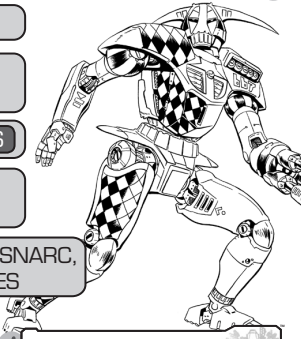
QUICK-STRIKE STATS

BATTLETECH

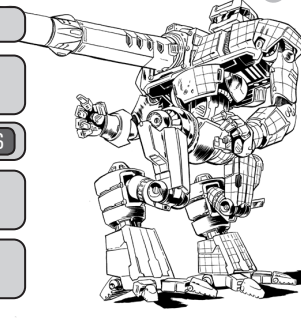
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HITMAN HM-1		9 Points	ID:	
SIZE: 1 MOVE: 9 (18) SKILL:				
S (+0) 2	M (+2) 2			L (+4) 1
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●				
SPECIAL: ECM, PRB, RCN, TAG, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HITMAN HM-2		9 Points	ID:	
SIZE: 1 MOVE: 9 (18) SKILL:				
S (+0) 2	M (+2) 2			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●				
SPECIAL: ENE, ECM, PRB, RCN, SNARC, C3S, MHQ1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HOLLANDER BZK-F3		10 Points	ID:	
SIZE: 1 MOVE: 5 (10) SKILL:				
S (+0) 2	M (+2) 2			L (+4) 2
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○ S: ●●●				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HOLLANDER BZK-G1

9 Points

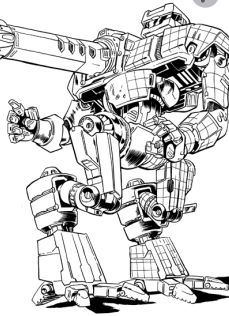
SIZE: 1 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
2 2 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●●

SPECIAL: FLK1/1/1, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

HOLLANDER BZK-G1

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HOLLANDER II BZK-F5

12 Points

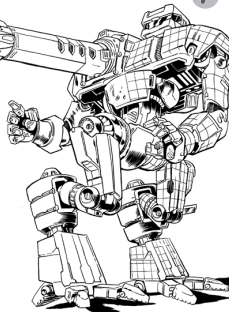
SIZE: 2 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
3 3 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

HOLLANDER II BZK-F5

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HOLLANDER II BZK-F7

12 Points

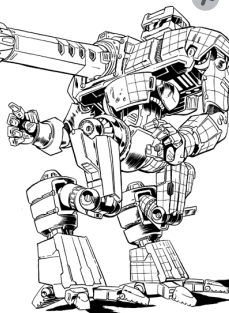
SIZE: 2 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
2 2 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOO
S: ●●●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

HOLLANDER II BZK-F7

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HURON WARRIOR HUR-WO-R4L

15 Points

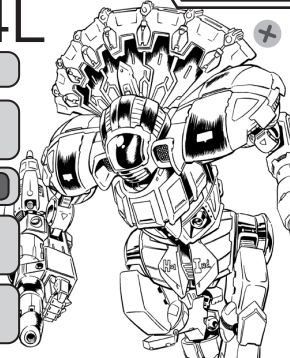
SIZE: 2 MOVE: 5 (10) SKILL:

S (+0) M (+2) L (+4)
2 3 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

HURON WARRIOR HUR-WO-R4L

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HURON WARRIOR HUR-WO-R4M

16 Points

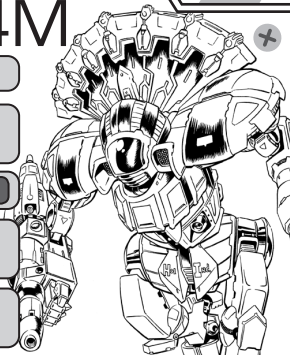
SIZE: 2 MOVE: 5 (10) SKILL:

S (+0) M (+2) L (+4)
2 3 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

HURON WARRIOR HUR-WO-R4M

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HURON WARRIOR HUR-WO-R4N

16 Points

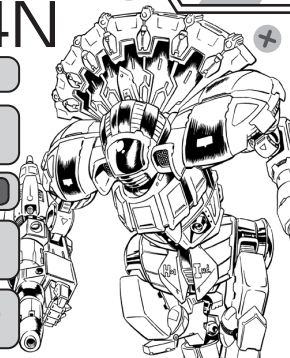
SIZE: 2 MOVE: 5 (10) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●

SPECIAL: LRM1/1/1, IF1, CASE,
ECM, STL, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

HURON WARRIOR HUR-WO-R4N

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HURON WARRIOR HUR-WO-R40

16 Points

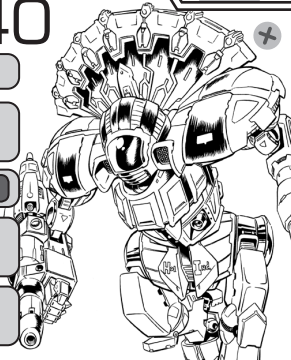
SIZE: 2 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
3 3 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

HURON WARRIOR HUR-WO-R40

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JACKAL JA-KL-1532

9 Points

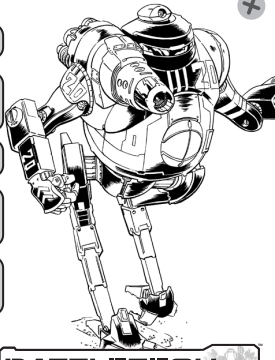
SIZE: 1 MOVE: 7 {14} SKILL:

S (+0) M (+2) L (+4)
1 1 1

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: AMS, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

JACKAL JA-KL-1532

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JACKAL JA-KL-55

10 Points

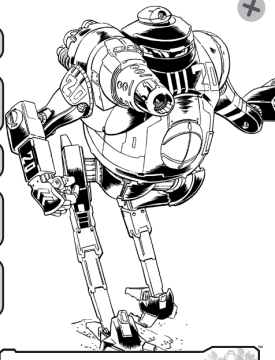
SIZE: 1 MOVE: 7 {14} SKILL:

S (+0) M (+2) L (+4)
2 2 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

JACKAL JA-KL-55

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JENNER IIC

10 Points

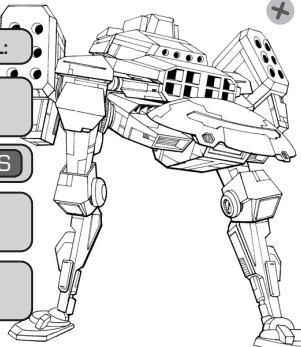
SIZE: 1 MOVE: 9/5j (18/10j) SKILL:

S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

SPECIAL: SRM 2/2, CASE,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

JENNER IIC

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JENNER IIC

14 Points

2

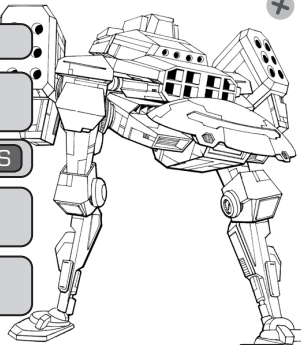
SIZE: 1 MOVE: 9j (18j) SKILL:

S (+0) M (+2) L (+4)
2 2 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

JENNER IIC

ID:

2



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JENNER IIC

8 Points

3

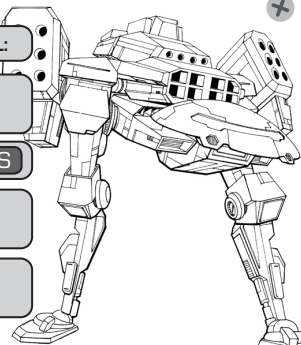
SIZE: 1 MOVE: 9/5j (18/10j) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

SPECIAL: ENE, SNARC, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

JENNER IIC

ID:

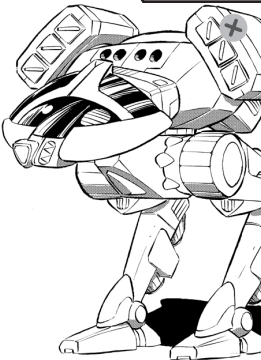
3



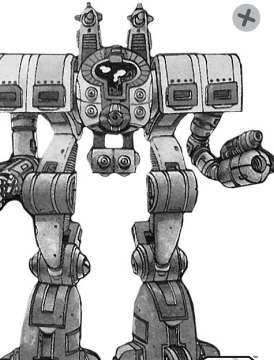
QUICK-STRIKE STATS

BATTLETECH

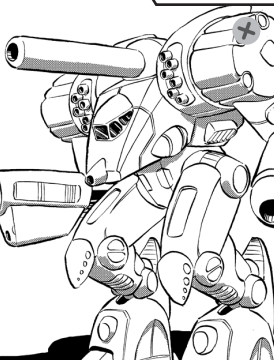
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JENNER IIC		11 Points	ID:	
4				
SIZE: 1 MOVE: 9/5j (18/10j) SKILL:				
S (+0)	M (+2)			L (+4)
2	2			1
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○ S: ●●				
SPECIAL: CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JUGGERNAUT JG-R9T1		17 Points	ID:	
SIZE: 4 MOVE: 3 (6) SKILL:				
S (+0)	M (+2)			L (+4)
5	3			0
OV: 2 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●●●●●●●●				
SPECIAL: CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JUGGERNAUT JG-R9T2		19 Points	ID:	
SIZE: 4 MOVE: 3 (6) SKILL:				
S (+0)	M (+2)			L (+4)
6	4			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●●●●●●●●				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JUGGERNAUT JG-R9T3

20 Points

SIZE: 4 MOVE: 3 (6) SKILL:

S (+0) M (+2) L (+4)
4 4 0

OV: 3 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●●●●

SPECIAL: SRCH, SOA, SEAL, ES

QUICK-STRIKE STATS

BATTLETECH

JUGGERNAUT JG-R9T3

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KOMODO KIM-2

15 Points

SIZE: 2 MOVE: 5j (10j) SKILL:

S (+0) M (+2) L (+4)
5 5 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●

SPECIAL: ECM, TAG, AMS, SRCH,
SOA, SEAL, ES

QUICK-STRIKE STATS

BATTLETECH

KOMODO KIM-2

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KOMODO KIM-2A

14 Points

SIZE: 2 MOVE: 5j (10j) SKILL:

S (+0) M (+2) L (+4)
4 4 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●

SPECIAL: ECM, TAG, AMS, SRCH,
SOA, SEAL, ES

QUICK-STRIKE STATS

BATTLETECH

KOMODO KIM-2A

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KOMODO KIM-2C

15 Points

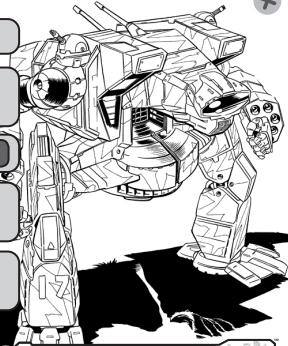
SIZE: 2 MOVE: 5j (10j) SKILL:

S (+0) 5 M (+2) 5 L (+4) 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●

SPECIAL: ECM, C3S, MHQ1,
AMS, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

KOMODO KIM-2C

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KOMODO KIM-3C

14 Points

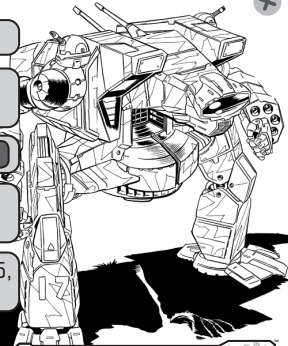
SIZE: 2 MOVE: 5j (10j) SKILL:

S (+0) 4 M (+2) 4 L (+4) 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●

SPECIAL: ECM, TAG, C3M, MHQ5,
AMS, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

KOMODO KIM-3C

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KOTO KTO-2A

10 Points

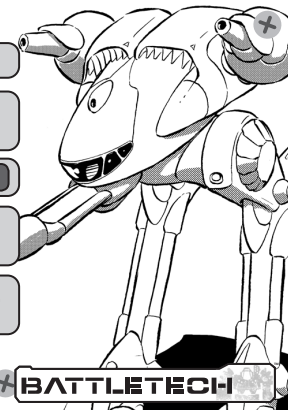
SIZE: 1 MOVE: 8 (16) SKILL:

S (+0) 2 M (+2) 2 L (+4) 0

OV: 1 | HEAT SCALE 1 2 3 S

A: OOO 3
S: ● 1

SPECIAL: ENE, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

KOTO KTO-2A

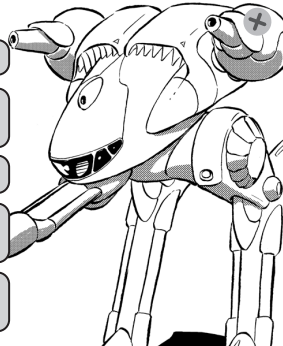
ID:



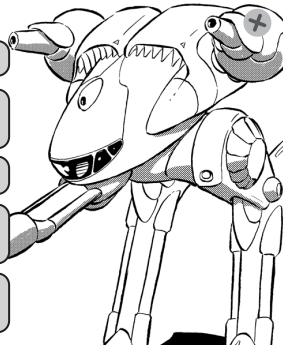
QUICK-STRIKE STATS

BATTLETECH

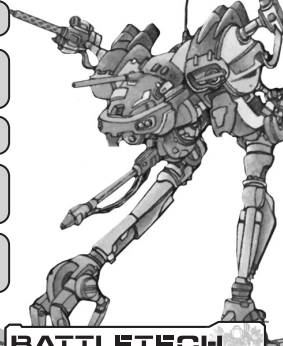
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KOTO KTO-3A		8 Points	ID:	
SIZE: 1 MOVE: 8 (16) SKILL:				
S (+0)	M (+2)			L (+4)
3	2			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KOTO KTO-4A		11 Points	ID:	
SIZE: 1 MOVE: 8 (16) SKILL:				
S (+0)	M (+2)			L (+4)
2	2			1
OV: 1 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KOTO KT-P2		6 Points	ID:	
SIZE: 1 MOVE: 8 (16) SKILL:				
S (+0)	M (+2)			L (+4)
2	1			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●				
SPECIAL: CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KRAKEN

20 Points

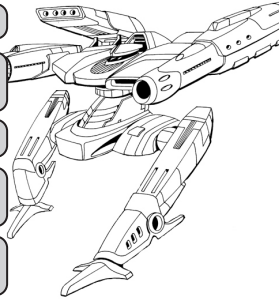
SIZE: 4 MOVE: 3 (6) SKILL:

S (+0) M (+2) L (+4)
3 3 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○
S: ●●●●●

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

(BANE)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KRAKEN

25 Points

2

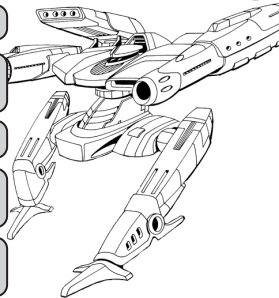
SIZE: 4 MOVE: 3 (6) SKILL:

S (+0) M (+2) L (+4)
7 6 6

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○
S: ●●●●●

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



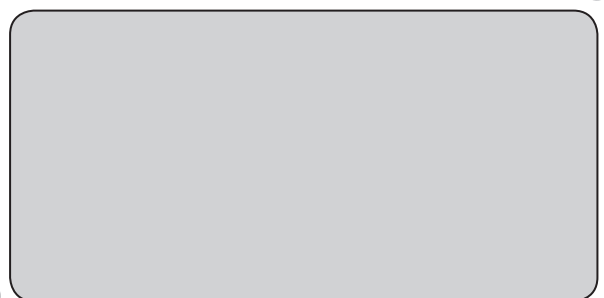
QUICK-STRIKE STATS

BATTLETECH

(BANE)

ID:

2



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KRAKEN

29 Points

3

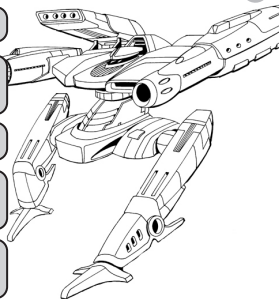
SIZE: 4 MOVE: 3 (6) SKILL:

S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○
S: ●●●●●

SPECIAL: LRM7 / 7 / 7, IF7, CASE,
SRCH, SOA, SEAL, ES



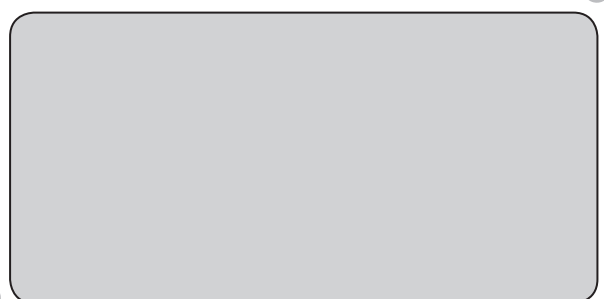
QUICK-STRIKE STATS

BATTLETECH

(BANE)

ID:

3



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KRAKEN

4

27 Points

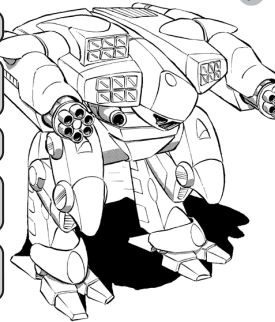
SIZE: 4 MOVE: 3 (6) SKILL:

S (+0) M (+2) L (+4)
8 7 2

OV: 3 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: OOOOO

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

(BANE)

4

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LINEBACKER

A

23 Points

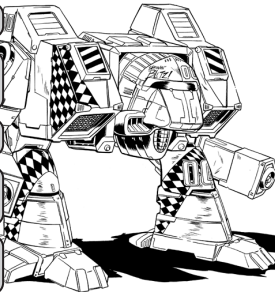
SIZE: 3 MOVE: 6 (12) SKILL:

S (+0) M (+2) L (+4)
4 4 3

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOO

SPECIAL: IF1, CASE, OMNI,
SRCH, SOA, SEAL, ES



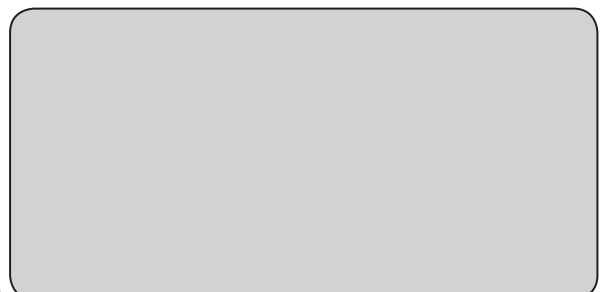
QUICK-STRIKE STATS

BATTLETECH

LINEBACKER

A

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LINEBACKER

B

20 Points

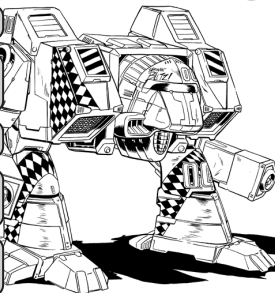
SIZE: 3 MOVE: 6 (12) SKILL:

S (+0) M (+2) L (+4)
4 5 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOO

SPECIAL: CASE, OMNI, SRCH,
SOA, SEAL, ES



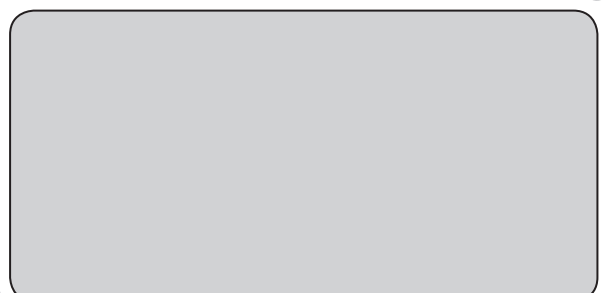
QUICK-STRIKE STATS

BATTLETECH

LINEBACKER

B

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LINEBACKER

21 Points

C

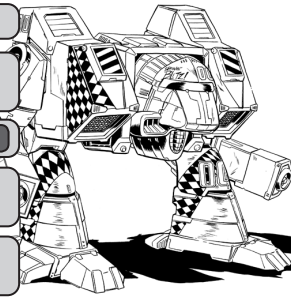
SIZE: 3 MOVE: 6 (12) SKILL:

S (+0) M (+2) L (+4)
5 4 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOO

SPECIAL: CASE, OMNI, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

LINEBACKER

ID:

C



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LINEBACKER

20 Points

D

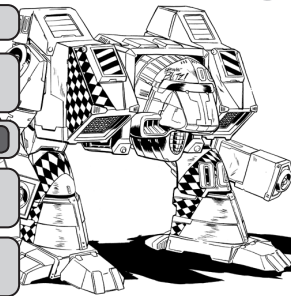
SIZE: 3 MOVE: 6 (12) SKILL:

S (+0) M (+2) L (+4)
7 7 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOO

SPECIAL: CASE, OMNI, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

LINEBACKER

ID:

D



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LINEBACKER

18 Points

E

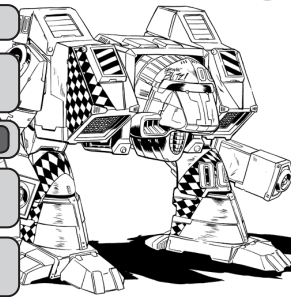
SIZE: 3 MOVE: 6 (12) SKILL:

S (+0) M (+2) L (+4)
4 3 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOO

SPECIAL: CASE, RCN, OMNI,
LPRB, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

LINEBACKER

ID:

E



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LINEBACKER

19 Points

F

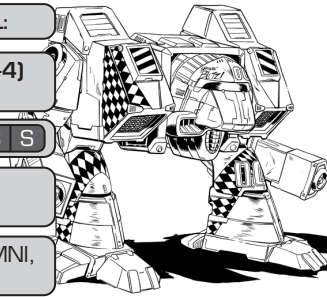
SIZE: 3 MOVE: 6 {12} SKILL:

S (+0) M (+2) L (+4)
2 2 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOO

SPECIAL: SRM3/3, CASE, OMNI,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

LINEBACKER

ID:

F



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LINEBACKER

21 Points

H

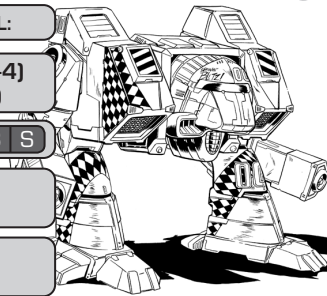
SIZE: 3 MOVE: 6j {12j} SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOO

SPECIAL: ENE, OMNI, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

LINEBACKER

ID:

H



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LINEBACKER PRIME

24 Points

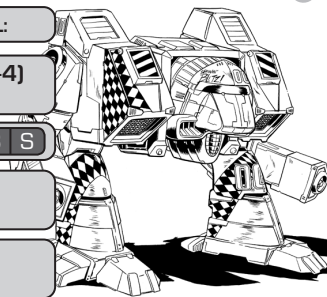
SIZE: 3 MOVE: 6 {12} SKILL:

S (+0) M (+2) L (+4)
4 4 3

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOO

SPECIAL: CASE, OMNI, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

LINEBACKER PRIME

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LONGSHOT LNG-1B

9 Points

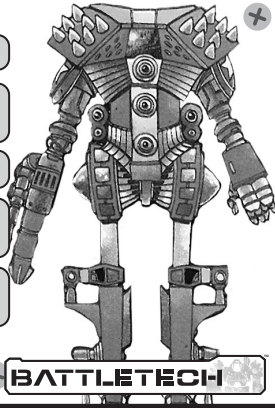
SIZE: 1 MOVE: 7 [14] SKILL:

S (+0) M (+2) L (+4)
2 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●

SPECIAL: SRM2/2, SNARC,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

LONGSHOT LNG-1B

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LONGSHOT LNG-2

12 Points

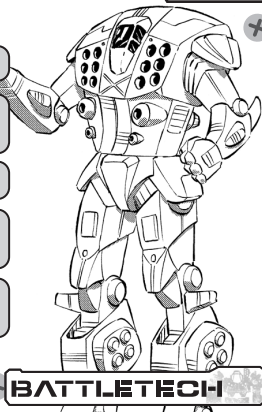
SIZE: 1 MOVE: 7 [14] SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

SPECIAL: SRCH, SOA, SEAL, ES

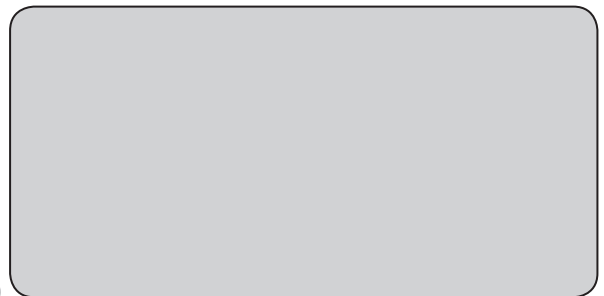


QUICK-STRIKE STATS

BATTLETECH

LONGSHOT LNG-2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LONGSHOT LNG-3

10 Points

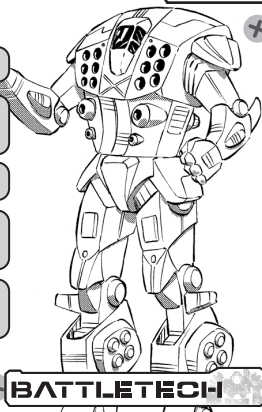
SIZE: 1 MOVE: 7 [14] SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: SRM1/1, SNARC,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

LONGSHOT LNG-3

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LONGSHOT LNG-3C

10 Points

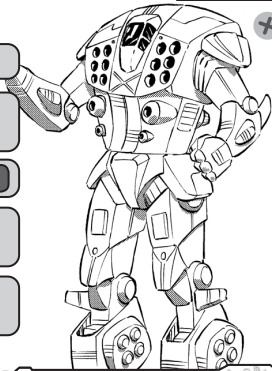
SIZE: 1 MOVE: 7 [14] SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: SRM1/1, INARC1,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

LONGSHOT LNG-3C

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LONGSHOT LNG-4

11 Points

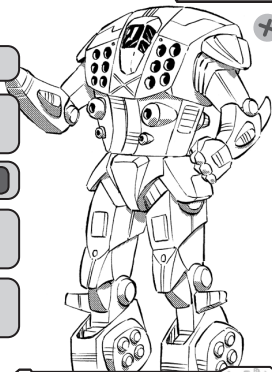
SIZE: 1 MOVE: 7 [14] SKILL:

S (+0) M (+2) L (+4)
4 4 0

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

LONGSHOT LNG-4

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MANTIS MTS-L

12 Points

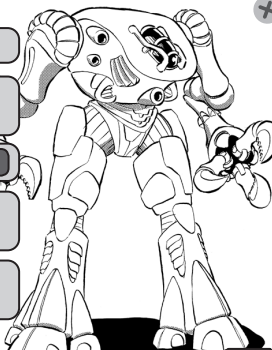
SIZE: 1 MOVE: 11 [22] SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: ENE, TSM, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

MANTIS MTS-L

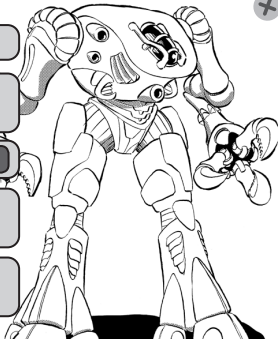
ID:



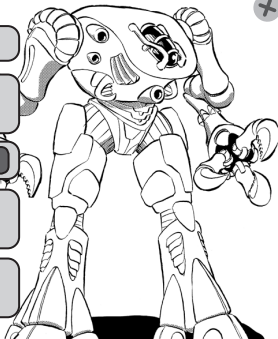
QUICK-STRIKE STATS

BATTLETECH

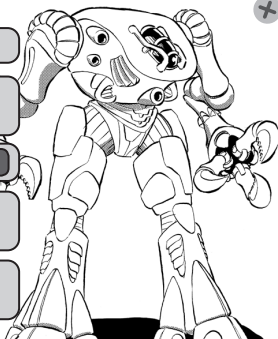
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MANTIS MTS-S		11 Points	ID:	
SIZE: 1 MOVE: 11 (22) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●				
SPECIAL: ENE, MEL, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MANTIS MTS-T		13 Points	ID:	
SIZE: 1 MOVE: 11 (22) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●				
SPECIAL: ENE, MEL, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MANTIS MTS-T2		14 Points	ID:	
SIZE: 1 MOVE: 11 (22) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●				
SPECIAL: ENE, MEL, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MANTIS MTS-T3

14 Points

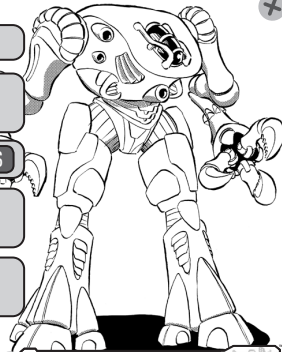
SIZE: 1 MOVE: 11 (22) SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: ENE, MEL, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

MANTIS MTS-T3

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MANTIS SA-MN

7 Points

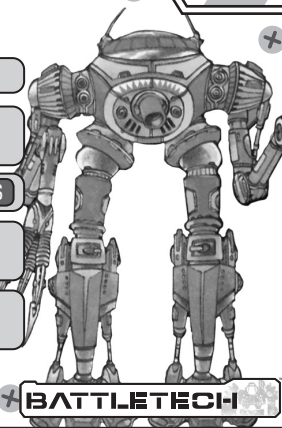
SIZE: 1 MOVE: 11 (22) SKILL:

S (+0) M (+2) L (+4)
2 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: ENE, MEL, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

MANTIS SA-MN

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MORPHEUS MR-P1

13 Points

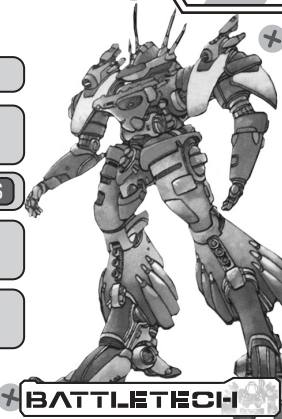
SIZE: 3 MOVE: 6j (12j) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●

SPECIAL: ECM, PRB, RCN, AMS,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

MORPHEUS MR-P1

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MORPHEUS MRP-3S		14 Points	ID:	
SIZE: 3 MOVE: 6j {12j} SKILL:				
S (+0)	M (+2)			L (+4)
2	2			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●●●				
SPECIAL: ECM, MEL, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MORPHEUS MRP-3T		19 Points	ID:	
SIZE: 3 MOVE: 6j {12j} SKILL:				
S (+0)	M (+2)			L (+4)
2	2			0
OV: 1 HEAT SCALE 1 2 3 S				
A: ○○○○○○ S: ●●●				
SPECIAL: ENE, AMS, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MORPHEUS MRP-3W		13 Points	ID:	
SIZE: 3 MOVE: 6 {12} SKILL:				
S (+0)	M (+2)			L (+4)
2	2			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●●●				
SPECIAL: ECM, MEL, UMG, MASS, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NAGA		19 Points	ID:
A			
SIZE: 4 MOVE: 5 {10} SKILL:			
S (+0)	M (+2)	L (+4)	
2	2	0	
OV: 0 HEAT SCALE 1 2 3 S			
A: OOOOO			
S: OOOO			
SPECIAL: CASE, OMNI, ARTAC2, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NAGA		20 Points	ID:
B			
SIZE: 4 MOVE: 5 {10} SKILL:			
S (+0)	M (+2)	L (+4)	
2	2	0	
OV: 1 HEAT SCALE 1 2 3 S			
A: OOOOO			
S: OOOO			
SPECIAL: CASE, OMNI, ARTAC2, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NAGA		18 Points	ID:
C			
SIZE: 4 MOVE: 5 {10} SKILL:			
S (+0)	M (+2)	L (+4)	
2	2	0	
OV: 0 HEAT SCALE 1 2 3 S			
A: OOOOO			
S: OOOO			
SPECIAL: CASE, OMNI, ARTAC2, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NAGA D

18 Points

SIZE: 4 MOVE: 5 (10) SKILL:

S (+0) M (+2) L (+4)
2 2 0

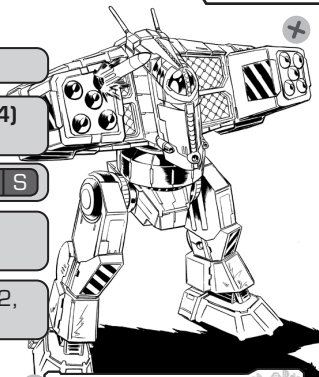
OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●

SPECIAL: CASE, OMNI, ARTAC2,
SRCH, SOA, SEAL, ES

QUICK-STRIKE STATS

BATTLETECH



NAGA D

ID:

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NAGA PRIME

18 Points

SIZE: 4 MOVE: 5 (10) SKILL:

S (+0) M (+2) L (+4)
2 2 0

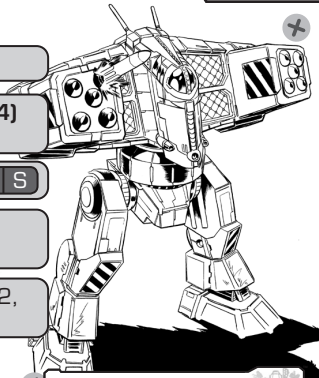
OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●

SPECIAL: CASE, OMNI, ARTAC2,
SRCH, SOA, SEAL, ES

QUICK-STRIKE STATS

BATTLETECH



NAGA PRIME

ID:

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NAGINATA NG-C3A

20 Points

SIZE: 4 MOVE: 3 (6) SKILL:

S (+0) M (+2) L (+4)
3 5 5

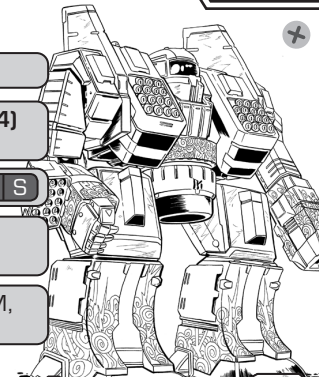
OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●●●●

SPECIAL: IF4, CASE, TAG, C3M,
MHQ5, SRCH, SOA, SEAL, ES

QUICK-STRIKE STATS

BATTLETECH



NAGINATA NG-C3A

ID:

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NAGINATA NG-C3B

19 Points

SIZE: 4 MOVE: 3 (6) SKILL:

S (+0) M (+2) L (+4)
3 5 4

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●○○○○○○○

SPECIAL: IF2, CASE, ECM, TAG,
C3M2, MHQ10, SRCH, SOA, SEAL, ES

QUICK-STRIKE STATS

BATTLETECH

NAGINATA NG-C3B

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NAGINATA NG-C3C

21 Points

SIZE: 4 MOVE: 3j (6j) SKILL:

S (+0) M (+2) L (+4)
3 5 5

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●○○○○○○○

SPECIAL: IF4, CASE, C3S, MHQ1,
SRCH, SOA, SEAL, ES

QUICK-STRIKE STATS

BATTLETECH

NAGINATA NG-C3C

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NEXUS NXS1-A

6 Points

SIZE: 1 MOVE: 7/3j (14/6j) SKILL:

S (+0) M (+2) L (+4)
3 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○
S: ●●

SPECIAL: AMS, SRCH, SOA,
SEAL, ES

QUICK-STRIKE STATS

BATTLETECH

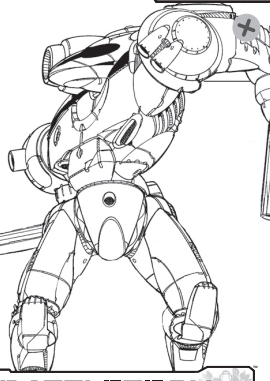
NEXUS NXS1-A

ID:

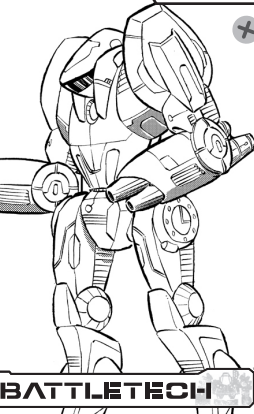
QUICK-STRIKE STATS

BATTLETECH

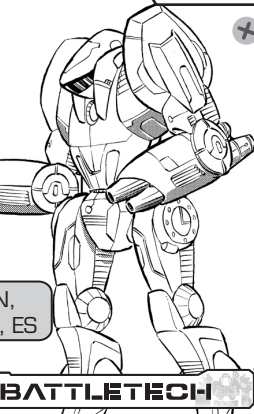
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NEXUS NXS1-B		7 Points	ID:	
SIZE: 1 MOVE: 7/3j [14/6j] SKILL:				
S (+0)	M (+2)			L (+4)
2	2			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○ S: ●●				
SPECIAL: ENE, C3I, MHQ2, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NEXUS II NXS2-A		7 Points	ID:	
SIZE: 1 MOVE: 8/4j [16/8j] SKILL:				
S (+0)	M (+2)			L (+4)
2	2			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○ 2 S: ● 1				
SPECIAL: ENE, C3I, MHQ2, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NEXUS II NXS2-B		7 Points	ID:	
SIZE: 1 MOVE: 8 [16] SKILL:				
S (+0)	M (+2)			L (+4)
1	1			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○ S: ●				
SPECIAL: ENE, ECM, STL, PRB, RCN, TAG, C3I, MHQ2, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NIGHTSKY NGS-4S

12 Points

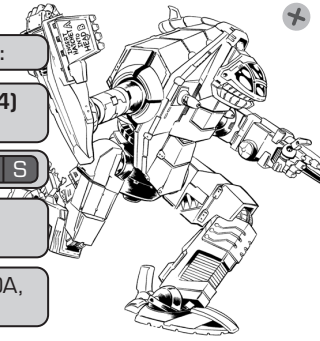
SIZE: 2 MOVE: 6j (12j) SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: ●●

SPECIAL: ENE, MEL, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

NIGHTSKY NGS-4S

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NIGHTSKY NGS-4T

13 Points

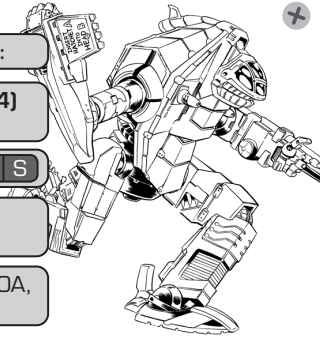
SIZE: 2 MOVE: 6j (12j) SKILL:

S (+0) M (+2) L (+4)
3 2 1

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOO
S: ●●

SPECIAL: MEL, AMS, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

NIGHTSKY NGS-4T

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NIGHTSKY NGS-5S

10 Points

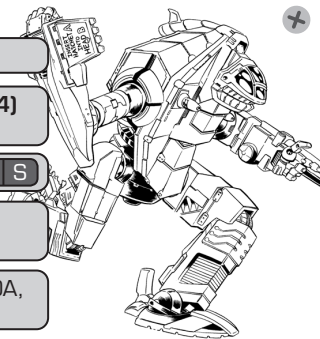
SIZE: 2 MOVE: 6 (12) SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: ●●

SPECIAL: ENE, MEL, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

NIGHTSKY NGS-5S

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NIGHTSKY NGS-5T

14 Points

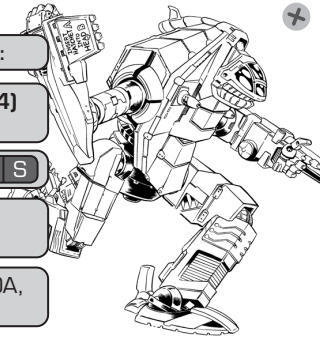
SIZE: 2 MOVE: 6j (12j) SKILL:

S (+0) M (+2) L (+4)
3 2 1

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOO
S: ●●

SPECIAL: ENE, MEL, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

NIGHTSKY NGS-5T

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NIGHTSKY NGS-6S

15 Points

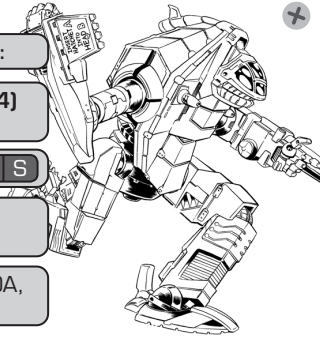
SIZE: 2 MOVE: 6j (12j) SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOO
S: ●●●

SPECIAL: ENE, MEL, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

NIGHTSKY NGS-6S

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ONSLAUGHT SA-OS

16 Points

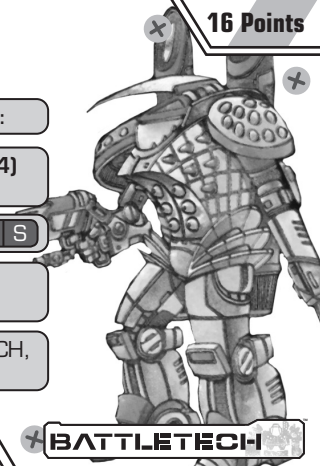
SIZE: 3 MOVE: 5j (10j) SKILL:

S (+0) M (+2) L (+4)
3 2 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●

SPECIAL: SRM2/2, CASE, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ONSLAUGHT SA-OS

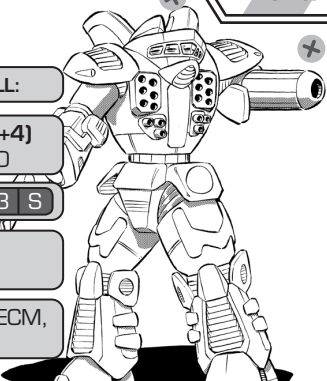
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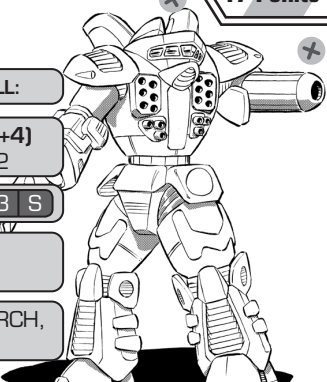
QUICK-STRIKE STATS

BATTLETECH

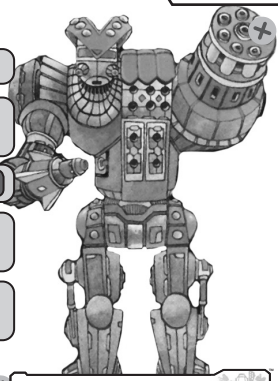
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ONSLAUGHT SA-OS2		17 Points	ID:	
SIZE: 3 MOVE: 5j (10j) SKILL:				
S (+0) 3	M (+2) 2			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOO S: ●●●				
SPECIAL: SRM1/1, CASE, AECM, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ONSLAUGHT SA-OS3		17 Points	ID:	
SIZE: 3 MOVE: 5j (10j) SKILL:				
S (+0) 3	M (+2) 2			L (+4) 2
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOOOO S: ●●				
SPECIAL: SRM1/1, CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PALADIN PAL-1		14 Points	ID:	
SIZE: 3 MOVE: 5 (10) SKILL:				
S (+0) 5	M (+2) 3			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOOO S: ●●●●●				
SPECIAL: CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PALADIN PAL-2

17 Points

SIZE: 3 MOVE: 6j (12j) SKILL:

S (+0) M (+2) L (+4)
3 3 1

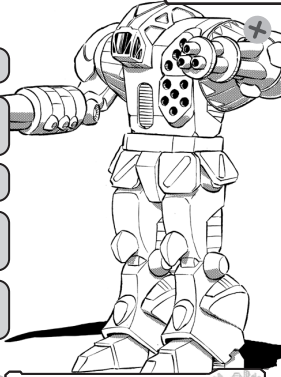
OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: ●

SPECIAL: CASE, TSM, SRCH,
SOA, SEAL, ES

QUICK-STRIKE STATS

BATTLETECH



PALADIN PAL-2

ID:

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PALADIN PAL-3

15 Points

SIZE: 3 MOVE: 6 (12) SKILL:

S (+0) M (+2) L (+4)
4 3 0

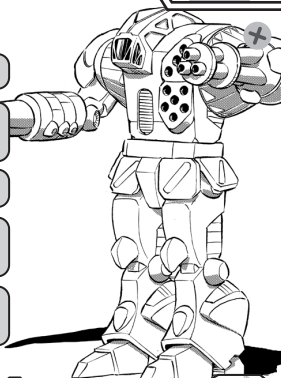
OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: ●●●●

SPECIAL: CASE, SRCH, SOA,
SEAL, ES

QUICK-STRIKE STATS

BATTLETECH



PALADIN PAL-3

ID:

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PENETRATOR PTR-4D

17 Points

SIZE: 3 MOVE: 4j (8j) SKILL:

S (+0) M (+2) L (+4)
3 3 1

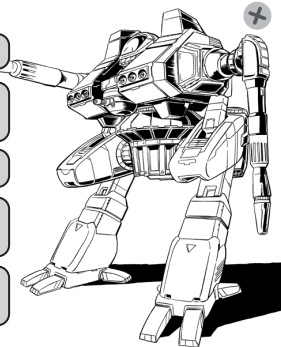
OV: 3 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: ●●●●●●

SPECIAL: AMS, SRCH, SOA,
SEAL, ES

QUICK-STRIKE STATS

BATTLETECH



PENETRATOR PTR-4D

ID:

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PENETRATOR PTR-4F

16 Points

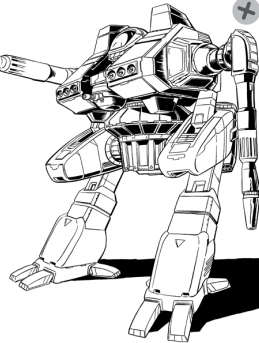
SIZE: 3 MOVE: 4j (8j) SKILL:

S (+0) M (+2) L (+4)
4 5 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●

SPECIAL: IF2, AMS, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

PENETRATOR PTR-4F

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PENETRATOR PTR-6M

16 Points

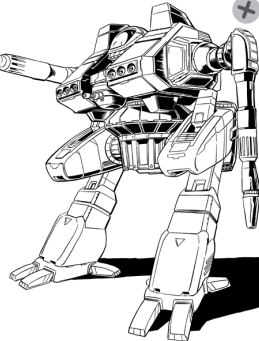
SIZE: 3 MOVE: 4j (8j) SKILL:

S (+0) M (+2) L (+4)
4 4 2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●

SPECIAL: AMS, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

PENETRATOR PTR-6M

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PENETRATOR PTR-6S

17 Points

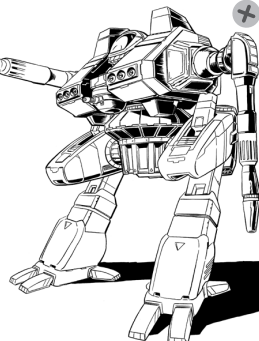
SIZE: 3 MOVE: 4j (8j) SKILL:

S (+0) M (+2) L (+4)
3 3 1

OV: 3 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●

SPECIAL: ECM, AMS, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

PENETRATOR PTR-6S

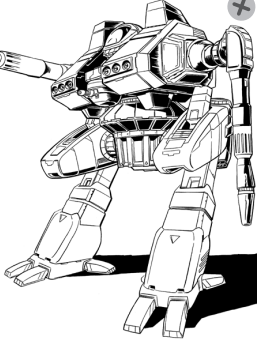
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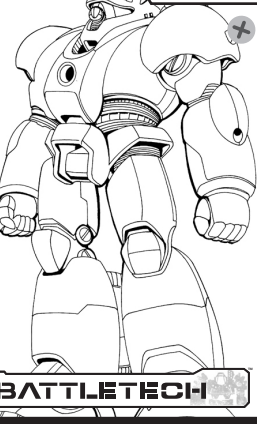
QUICK-STRIKE STATS

BATTLETECH

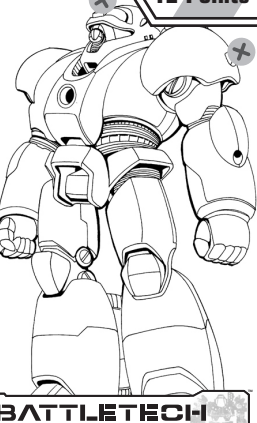
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PENETRATOR PTR-6T		20 Points	ID:	
SIZE: 3 MOVE: 4j (8j) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			1
OV: 3 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●●●●●●●●				
SPECIAL: AMS, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PEREGRINE		14 Points	(HORNED OWL) ID:	
SIZE: 1 MOVE: 6j (12j) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			2
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●●				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PEREGRINE 2		12 Points	(HORNED OWL) 2 ID:	
SIZE: 1 MOVE: 6j (12j) SKILL:				
S (+0)	M (+2)			L (+4)
0	0			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●●				
SPECIAL: LRM2/2/2, IF2, CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PEREGRINE

3

15 Points

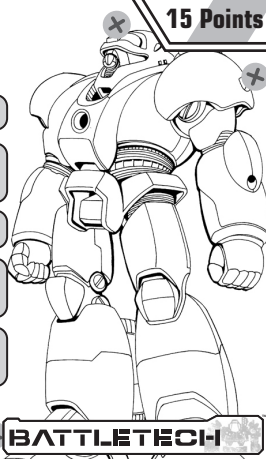
SIZE: 1 MOVE: 6j {12j} SKILL:

S (+0) M (+2) L (+4)
3 2 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

(HORNED OWL)

3

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PEREGRINE

4

12 Points

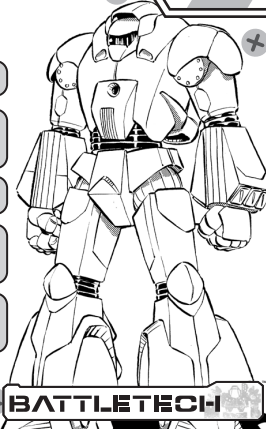
SIZE: 1 MOVE: 6j {12j} SKILL:

S (+0) M (+2) L (+4)
4 3 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

(HORNED OWL)

4

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PEREGRINE

5

15 Points

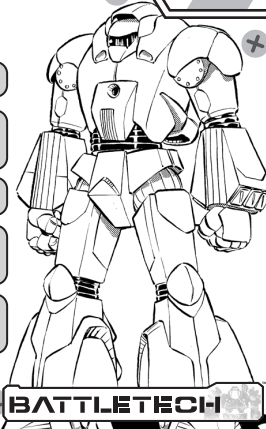
SIZE: 1 MOVE: 6j {12j} SKILL:

S (+0) M (+2) L (+4)
2 2 2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●

SPECIAL: ENE, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

(HORNED OWL)

5

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PHANTOM		14 Points	ID:
A			
SIZE: 2 MOVE: 9 (18) SKILL:			
S (+0)	M (+2)	L (+4)	
4	4	1	
OV: 0 HEAT SCALE		1 2 3 S	
A: OOOO			
S: ●●			
SPECIAL: IF1, CASE, OMNI, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

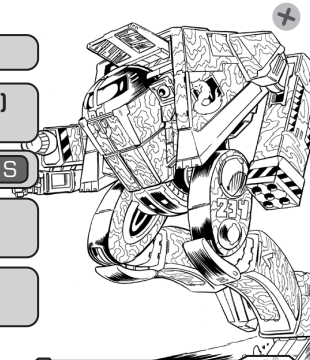
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PHANTOM		11 Points	ID:
B			
SIZE: 2 MOVE: 9 (18) SKILL:			
S (+0)	M (+2)	L (+4)	
1	1	0	
OV: 0 HEAT SCALE		1 2 3 S	
A: OOOO			
S: ●●			
SPECIAL: SRM1/1, CASE, PRB, RCN, OMNI, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

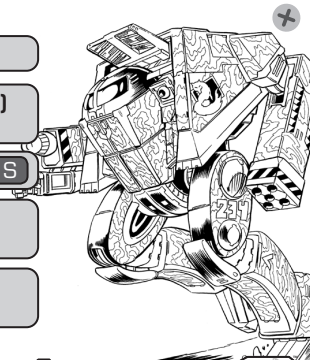
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PHANTOM		16 Points	ID:
C			
SIZE: 2 MOVE: 9 (18) SKILL:			
S (+0)	M (+2)	L (+4)	
6	6	0	
OV: 0 HEAT SCALE		1 2 3 S	
A: OOOO			
S: ●●			
SPECIAL: ENE, OMNI, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

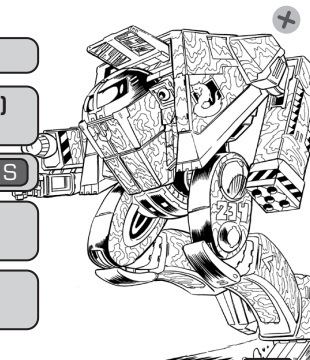
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PHANTOM D		16 Points	ID:	
SIZE: 2 MOVE: 9 (18) SKILL:				
S (+0)	M (+2)			L (+4)
4	4			0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOO S: ●●				
SPECIAL: CASE, OMNI, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PHANTOM E		10 Points	ID:	
SIZE: 2 MOVE: 9 (18) SKILL:				
S (+0)	M (+2)			L (+4)
4	1			1
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOO S: ●●				
SPECIAL: CASE, OMNI, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PHANTOM F		13 Points	ID:	
SIZE: 2 MOVE: 9 (18) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOO S: ●●				
SPECIAL: CASE, ECM, OMNI, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PHANTOM		12 Points	ID:
H			
SIZE: 2 MOVE: 9 (18) SKILL:			
S (+0)	M (+2)	L (+4)	
5	1	0	
OV: 0 HEAT SCALE		1 2 3 S	
A: OOOO			
S: ●●			
SPECIAL: ENE, OMNI, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

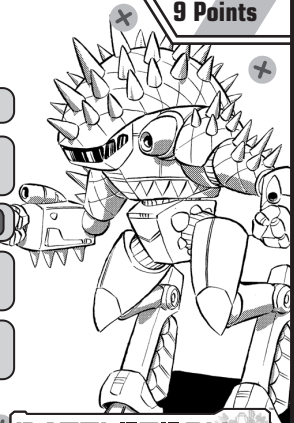
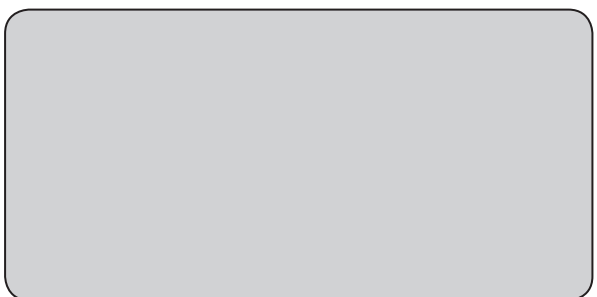
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PHANTOM PRIME		12 Points	ID:
H			
SIZE: 2 MOVE: 9 (18) SKILL:			
S (+0)	M (+2)	L (+4)	
2	2	1	
OV: 0 HEAT SCALE		1 2 3 S	
A: OOOO			
S: ●●			
SPECIAL: CASE, ECM, PRB, RCN, OMNI, TAG, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

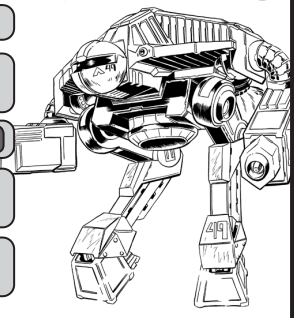
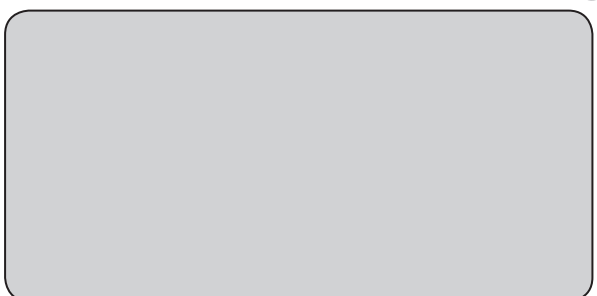
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PORCUPINE PRC-1N		9 Points	ID:
H			
SIZE: 1 MOVE: 11 (22) SKILL:			
S (+0)	M (+2)	L (+4)	
2	2	0	
OV: 0 HEAT SCALE		1 2 3 S	
A: OO			
S: ●			
SPECIAL: ENE, MEL, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

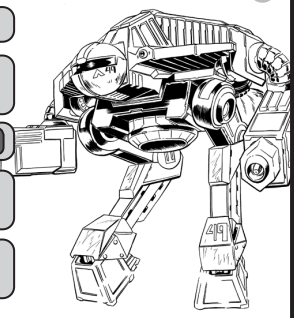
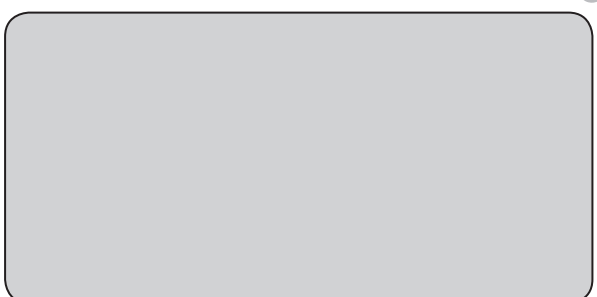
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PORCUPINE PRC-2N		9 Points	ID:	
SIZE: 1 MOVE: 8 [16] SKILL:				
S (+0)	M (+2)			L (+4)
3	3			0
OV: 1 HEAT SCALE 1 2 3 S				
A: ○○ S: ●				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

POUNCER A		21 Points	ID:	
SIZE: 2 MOVE: 6/3j [12/6j] SKILL:				
S (+0)	M (+2)			L (+4)
3	3			0
OV: 1 HEAT SCALE 1 2 3 S				
A: ○○○○ S: ●●				
SPECIAL: LRM1/1/1, IF1, CASE, OMNI, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

POUNCER B		18 Points	ID:	
SIZE: 2 MOVE: 6/3j [12/6j] SKILL:				
S (+0)	M (+2)			L (+4)
3	3			2
OV: 1 HEAT SCALE 1 2 3 S				
A: ○○○○ S: ●●				
SPECIAL: IF1, CASE, OMNI, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

POUNCER

C

17 Points

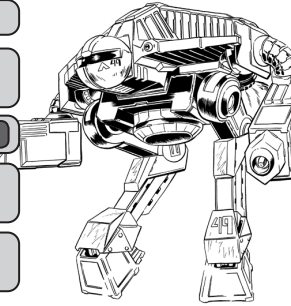
SIZE: 2 MOVE: 6/3j (12/6j) SKILL:

S (+0) M (+2) L (+4)
5 5 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●

SPECIAL: CASE, OMNI, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

POUNCER

C

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

POUNCER

D

22 Points

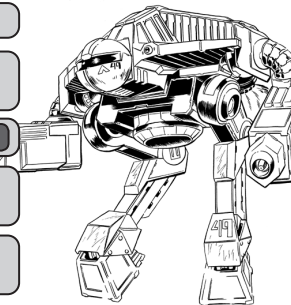
SIZE: 2 MOVE: 6/3j (12/6j) SKILL:

S (+0) M (+2) L (+4)
4 4 0

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●

SPECIAL: CASE, OMNI, SRCH,
SOA, SEAL, ES



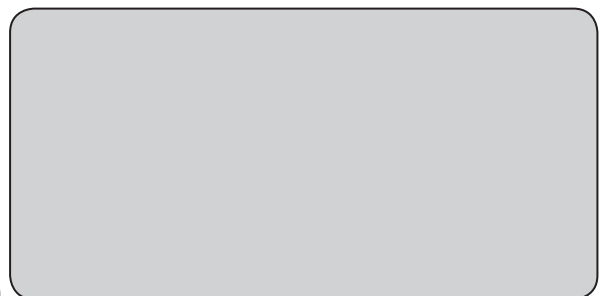
QUICK-STRIKE STATS

BATTLETECH

POUNCER

D

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

POUNCER

E

16 Points

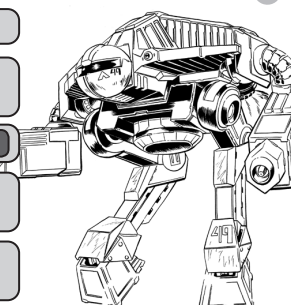
SIZE: 2 MOVE: 6/3j (12/6j) SKILL:

S (+0) M (+2) L (+4)
6 4 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●

SPECIAL: CASE, OMNI, SRCH,
SOA, SEAL, ES



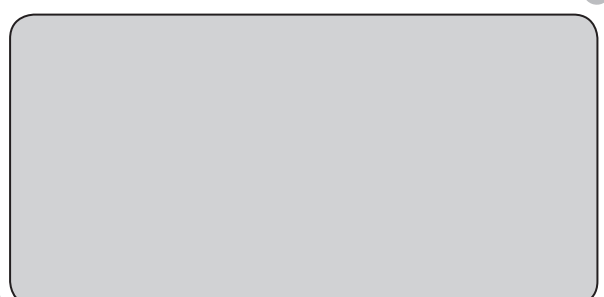
QUICK-STRIKE STATS

BATTLETECH

POUNCER

E

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

POUNCER

F

12 Points

SIZE: 2 MOVE: 6/3j (12/6j) SKILL:

S (+0)
3

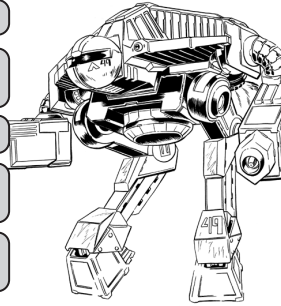
M (+2)
3

L (+4)
1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●

SPECIAL: HT2, CASE, PRB, RCN,
OMNI, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

POUNCER

F

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

POUNCER

H

18 Points

SIZE: 2 MOVE: 6/3j (12/6j) SKILL:

S (+0)
5

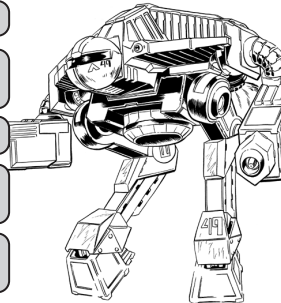
M (+2)
5

L (+4)
0

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



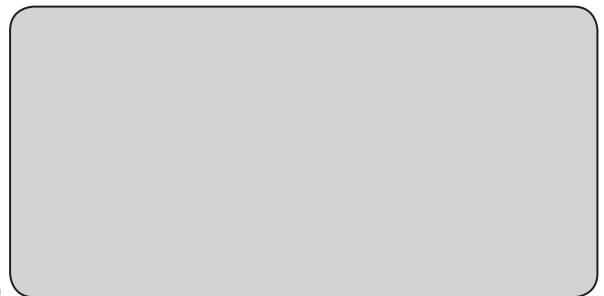
QUICK-STRIKE STATS

BATTLETECH

POUNCER

H

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

POUNCER PRIME

26 Points

SIZE: 2 MOVE: 6/3j (12/6j) SKILL:

S (+0)
3

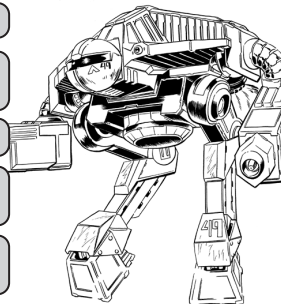
M (+2)
3

L (+4)
3

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●

SPECIAL: ENE, OMNI, SRCH,
SOA, SEAL, ES

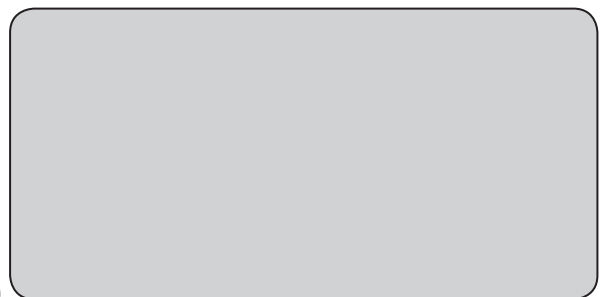


QUICK-STRIKE STATS

BATTLETECH

POUNCER PRIME

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PROMETHEUS

24 Points

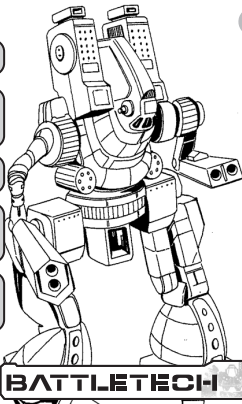
SIZE: 3 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
3 2 1

OV: 3 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: OOO

SPECIAL: SRM1/1, LRM1/1/1,
IF1, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

PROMETHEUS

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PROWLER PWR-1X

21 Points

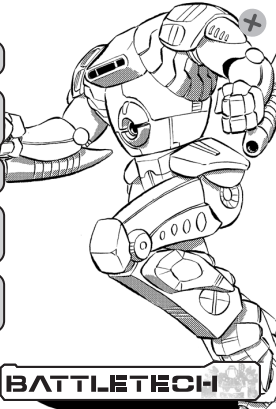
SIZE: 2 MOVE: 9/7j {18/14j} SKILL:

S (+0) M (+2) L (+4)
3 3 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OO

SPECIAL: ENE, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

PROWLER PWR-1X

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PROWLER PWR-1X1

20 Points

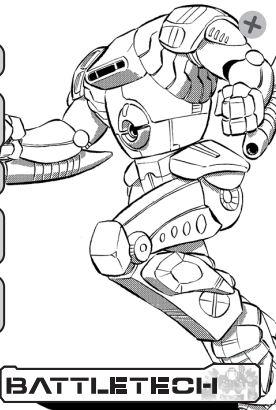
SIZE: 2 MOVE: 7 {14} SKILL:

S (+0) M (+2) L (+4)
3 3 3

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OO

SPECIAL: SRM1/1, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

PROWLER PWR-1X1

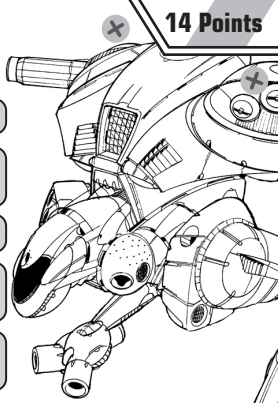
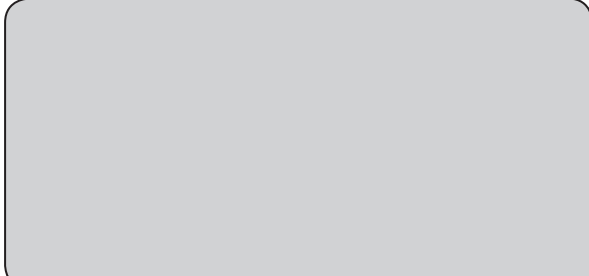
ID:



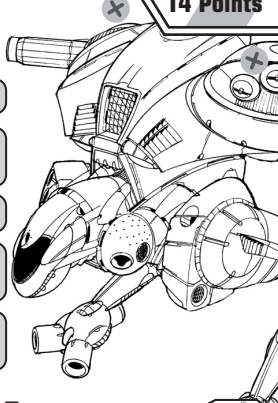
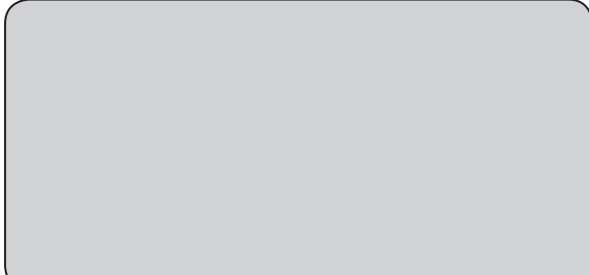
QUICK-STRIKE STATS

BATTLETECH

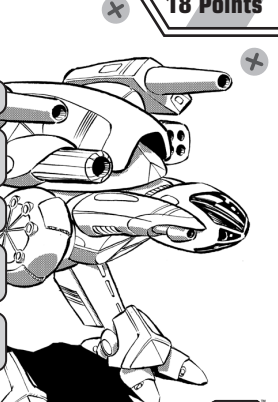
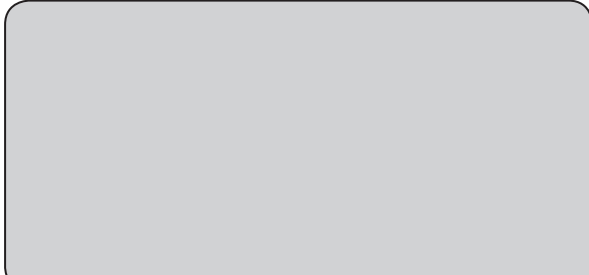
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RAIJIN RJN101-A		14 Points	ID:	
SIZE: 2 MOVE: 6j (12j) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			1
OV: 2 HEAT SCALE 1 2 3 S				
A: OOOO S: ●●				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RAIJIN RJN101-C		14 Points	ID:	
SIZE: 2 MOVE: 6j (12j) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			0
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOO S: ●●				
SPECIAL: C3I, MHQ2, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RAIJIN II RJN-200-A		18 Points	ID:	
SIZE: 2 MOVE: 6j (12j) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			1
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOOO S: ●●				
SPECIAL: CASE, TSM, C3I, MHQ2, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RAIJIN II RJN-200-B

15 Points

SIZE: 2 MOVE: 6j (12j) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●

SPECIAL: ENE, ECM, STL, PRB, RCN,
TAG, C3I, MHQ2, SRCH, SOA, SEAL, ES

QUICK-STRIKE STATS

BATTLETECH

RAIJIN II RJN-200-B

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RAIJIN II RJN-200-C

18 Points

SIZE: 2 MOVE: 6j (12j) SKILL:

S (+0) M (+2) L (+4)
2 2 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●

SPECIAL: ENE, ECM, STL, TSM,
C3I, MHQ2, SRCH, SOA, SEAL, ES

QUICK-STRIKE STATS

BATTLETECH

RAIJIN II RJN-200-C

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RAKSHASA MDG-1A

18 Points

SIZE: 3 MOVE: 5 (10) SKILL:

S (+0) M (+2) L (+4)
4 4 3

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: ●●●

SPECIAL: IF1, SRCH, SOA, SEAL,
ES

QUICK-STRIKE STATS

BATTLETECH

RAKSHASA MDG-1A

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RAKSHASA MDG-1B

17 Points

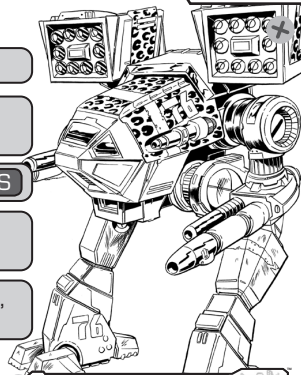
SIZE: 3 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
4 5 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: ●●●

SPECIAL: IF2, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

RAKSHASA MDG-1B

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RAKSHASA MDG-2A

18 Points

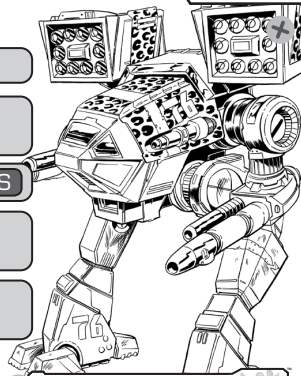
SIZE: 3 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
6 6 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: ●●●

SPECIAL: SRCH, SOA, SEAL, ES

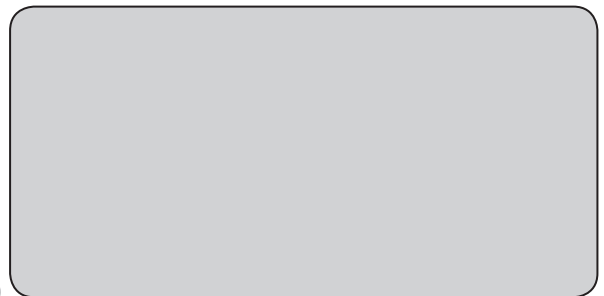


QUICK-STRIKE STATS

BATTLETECH

RAKSHASA MDG-2A

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RONIN SA-RN

11 Points

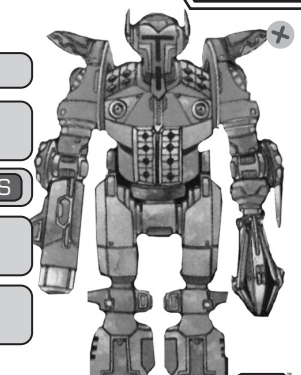
SIZE: 2 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
4 4 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: ●●

SPECIAL: CASE, MEL, SRCH,
SOA, SEAL, ES

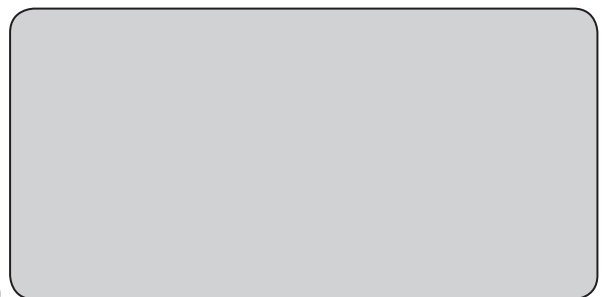


QUICK-STRIKE STATS

BATTLETECH

RONIN SA-RN

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RONIN SA-RN7

12 Points

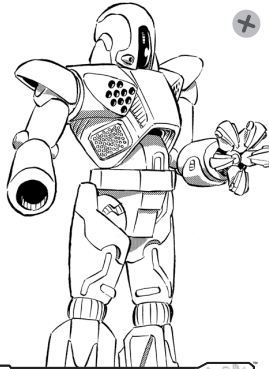
SIZE: 2 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●

SPECIAL: LRM1/1/1, IF1, MEL,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

RONIN SA-RN7

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SALAMANDER PPR-5S

18 Points

SIZE: 4 MOVE: 4 {8} SKILL:

S (+0) M (+2) L (+4)
1 1 0

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: ●●●●

SPECIAL: LRM2/3/3, IF3, CASE,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

SALAMANDER PPR-5S

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SALAMANDER PPR-5T

16 Points

SIZE: 4 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: ●●●●

SPECIAL: LRM1/3/3, IF3, CASE,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

SALAMANDER PPR-5T

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SALAMANDER PPR-6S

17 Points

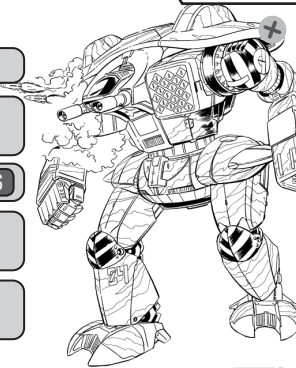
SIZE: 4 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
4 6 4

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: OOOO

SPECIAL: IF3, CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

SALAMANDER PPR-6S

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SALAMANDER PPR-6T

17 Points

SIZE: 4 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: OOOO

SPECIAL: LRM1/2/2, IF2, CASE,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

SALAMANDER PPR-6T

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SALAMANDER PPR-7S

20 Points

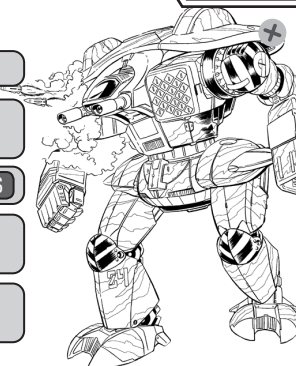
SIZE: 4 MOVE: 4j (8j) SKILL:

S (+0) M (+2) L (+4)
3 4 3

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: OOOO

SPECIAL: IF3, CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

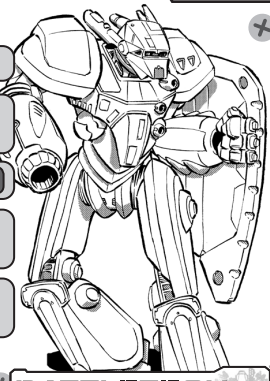
SALAMANDER PPR-7S

ID:

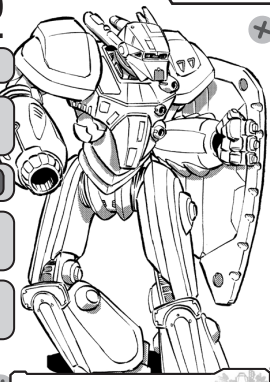
QUICK-STRIKE STATS

BATTLETECH

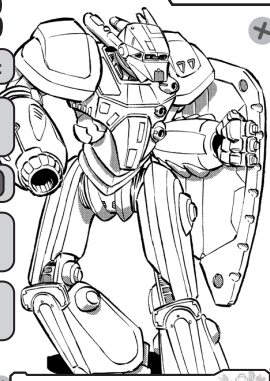
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SASQUATCH		19 Points	ID:	
SQS-TH-001				
SIZE: 4 MOVE: 4j (8j) SKILL:				
S (+0) 6	M (+2) 5			L (+4) 2
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOOOO S: OOOO				
SPECIAL: AMS, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SASQUATCH		21 Points	ID:	
SQS-TH-002				
SIZE: 4 MOVE: 5 (10) SKILL:				
S (+0) 4	M (+2) 4			L (+4) 2
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOOOOOO S: OOO				
SPECIAL: MEL, SHLD, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SASQUATCH		17 Points	ID:	
SQS-TH-003				
SIZE: 4 MOVE: 5/8j (10/16j) SKILL:				
S (+0) 3	M (+2) 3			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOOOO S: OOO				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCARABUS SCB-9A

8 Points

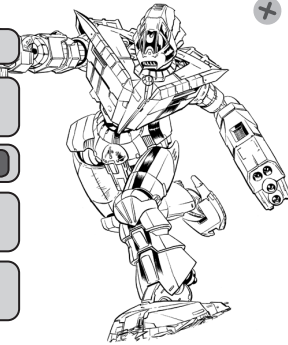
SIZE: 1 MOVE: 10 (20) SKILL:

S (+0) M (+2) L (+4)
2 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: ENE, ECM, TAG, MEL,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

SCARABUS SCB-9A

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCARABUS SCB-9T

9 Points

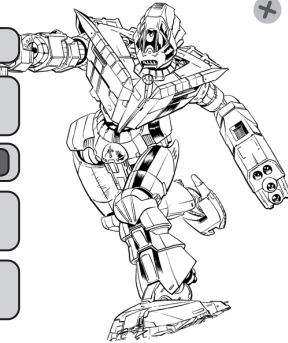
SIZE: 1 MOVE: 10 (20) SKILL:

S (+0) M (+2) L (+4)
2 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: ENE, ECM, TAG, TSM,
MEL, SRCH, SOA, SEAL, ES

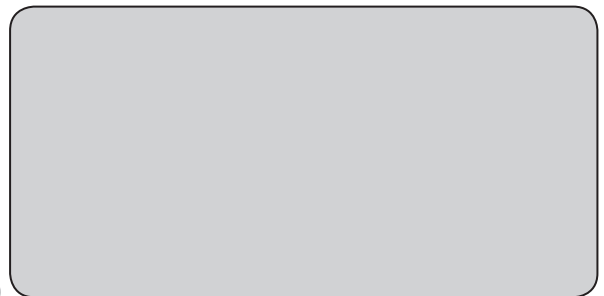


QUICK-STRIKE STATS

BATTLETECH

SCARABUS SCB-9T

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SILVER FOX SVR-5X

15 Points

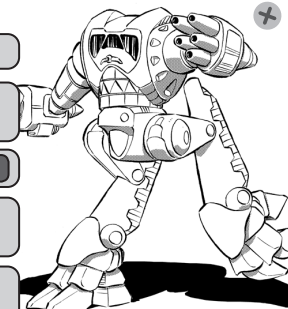
SIZE: 1 MOVE: 9 (18) SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: AECM, SRCH, SOA,
SEAL, ES

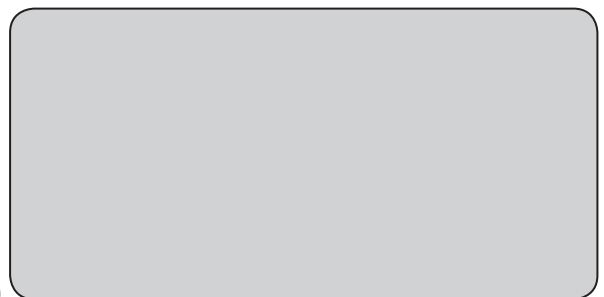


QUICK-STRIKE STATS

BATTLETECH

SILVER FOX SVR-5X

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SILVER FOX SVR-5Y

13 Points

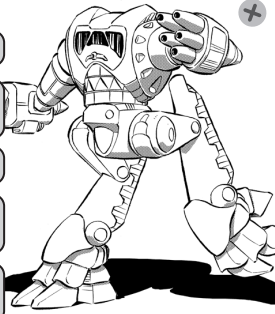
SIZE: 1 MOVE: 7 [14] SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●

SPECIAL: ECM, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

SILVER FOX SVR-5Y

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SNAKE SNK-1V

10 Points

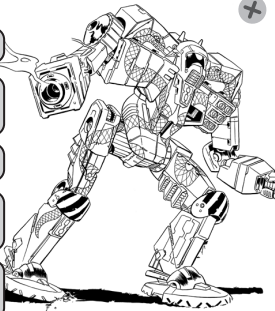
SIZE: 2 MOVE: 5j [10j] SKILL:

S (+0) M (+2) L (+4)
2 2 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●

SPECIAL: FLK1/1/1, CASE,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

SNAKE SNK-1V

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SNAKE SNK-2B

11 Points

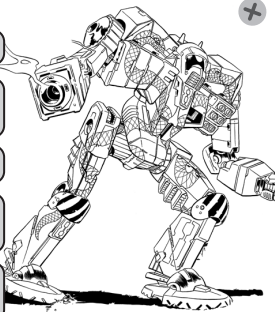
SIZE: 2 MOVE: 5j [10j] SKILL:

S (+0) M (+2) L (+4)
2 2 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●

SPECIAL: FLK1/1/1, CASE,
ECM, STL, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

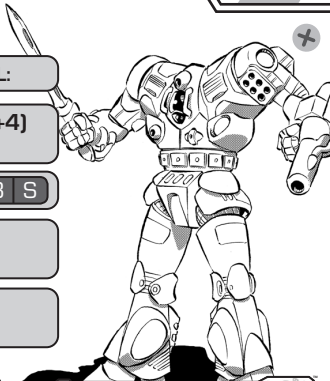
SNAKE SNK-2B

ID:

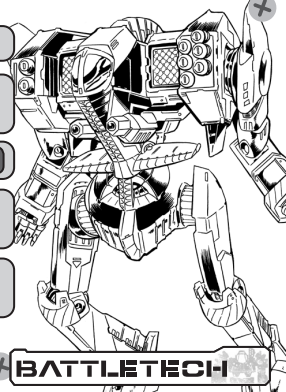
QUICK-STRIKE STATS

BATTLETECH

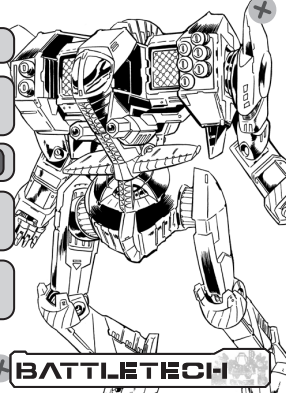
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SPATHA SP1-X		23 Points	ID:	
SIZE: 3 MOVE: 6 (12) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			1
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOOO S: ●●				
SPECIAL: TSM, MEL, AMS, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

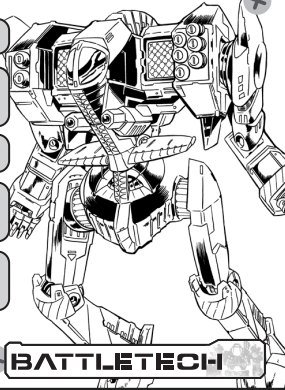
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STEALTH STH-1D		12 Points	ID:	
SIZE: 2 MOVE: 9/7j (18/14j) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: ●●				
SPECIAL: PRB, RCN, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

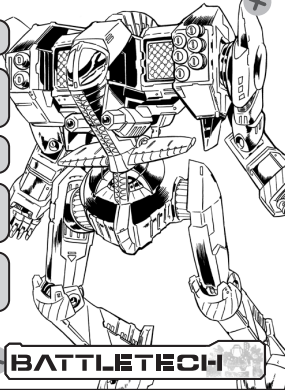
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STEALTH STH-2D		15 Points	ID:	
SIZE: 2 MOVE: 9/7j (18/14j) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: ●●				
SPECIAL: PRB, RCN, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

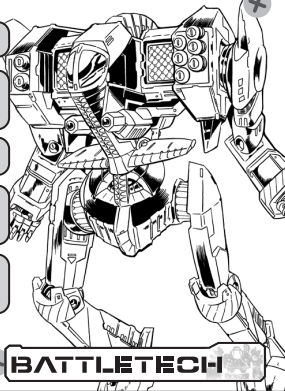
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STEALTH STH-2D1		13 Points	ID:	
SIZE: 2 MOVE: 9/7j (18/14j) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: ●●				
SPECIAL: PRB, RCN, C3S, MHQ1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STEALTH STH-2D2		13 Points	ID:	
SIZE: 2 MOVE: 9/7j (18/14j) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: ●●				
SPECIAL: PRB, RCN, TAG, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STEALTH STH-3S		16 Points	ID:	
SIZE: 2 MOVE: 9/7j (18/14j) SKILL:				
S (+0)	M (+2)			L (+4)
1	1			1
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: ●●				
SPECIAL: ENE, ECM, STL, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TARANTULA ZPH-1

7 Points

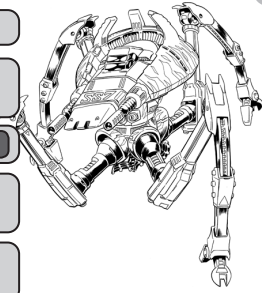
SIZE: 1 MOVE: 8j (16j) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

TARANTULA ZPH-1

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TARANTULA ZPH-2A

7 Points

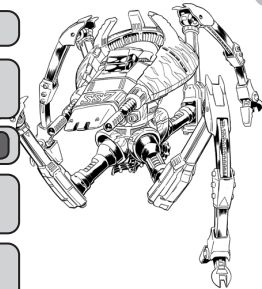
SIZE: 1 MOVE: 8j (16j) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

TARANTULA ZPH-2A

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TARANTULA ZPH-3A

7 Points

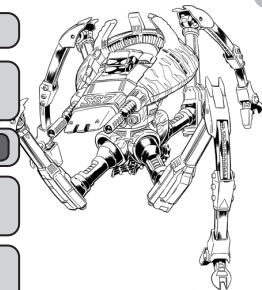
SIZE: 1 MOVE: 8/5j (16/10j) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: ENE, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

TARANTULA ZPH-3A

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TARANTULA ZPH-4A

10 Points

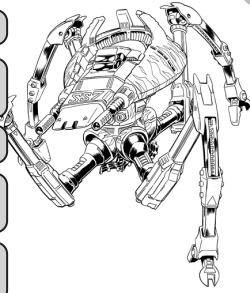
SIZE: 1 MOVE: 10 (20) SKILL:

S (+0) M (+2) L (+4)
1 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: ENE, C3S, MHQ1,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

TARANTULA ZPH-4A

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TEMPEST TMP-3M

18 Points

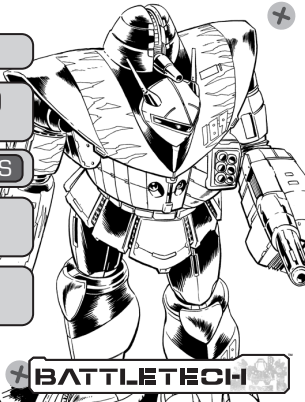
SIZE: 3 MOVE: 4j (8j) SKILL:

S (+0) M (+2) L (+4)
5 5 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○
S: ●●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

TEMPEST TMP-3M

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TEMPEST TMP-3M2

17 Points

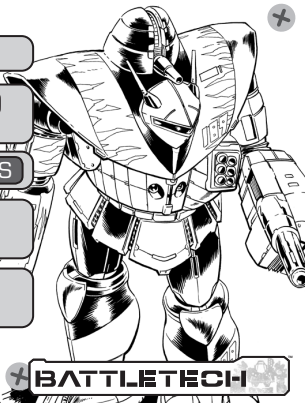
SIZE: 3 MOVE: 4j (8j) SKILL:

S (+0) M (+2) L (+4)
4 4 1

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○
S: ●●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

"STORM TEMPEST" TMP-3M2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

THUNDER THR-1L

15 Points

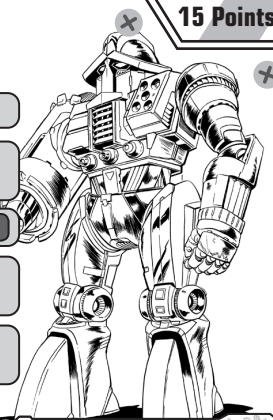
SIZE: 3 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
3 3 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: OOO

SPECIAL: AC2/2/O, CASE,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

THUNDER THR-1L

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

THUNDER THR-2L

20 Points

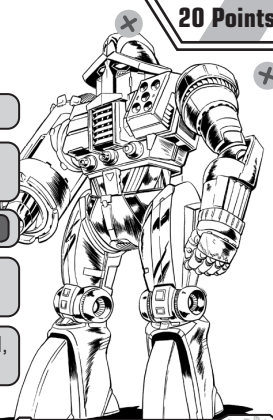
SIZE: 3 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: OOO

SPECIAL: FLK1/1/O, CASE, ECM,
STL, TSM, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

THUNDER THR-2L

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

THUNDER THR-3L

20 Points

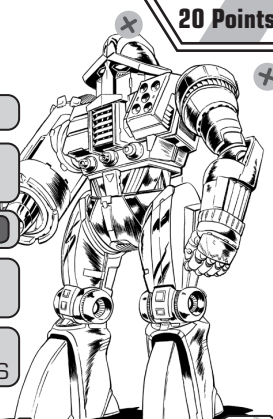
SIZE: 3 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: OOO

SPECIAL: CASE, ECM, STL, AR-
TAIS1, TSM, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

THUNDER THR-3L

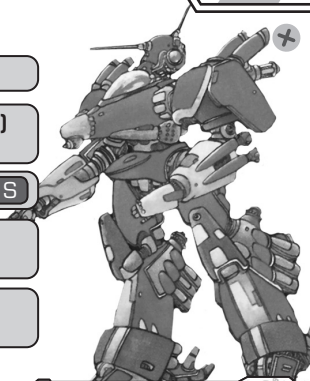
ID:



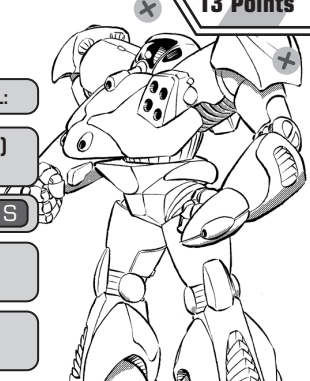
QUICK-STRIKE STATS

BATTLETECH

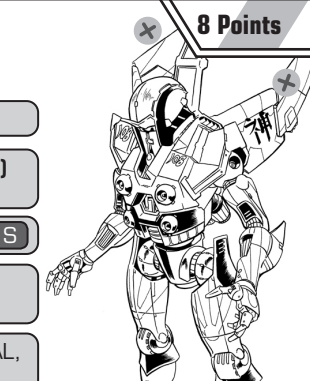
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TSUNAMI TS-P1		9 Points	ID:	
SIZE: 2 MOVE: 6j (12j) SKILL:				
S (+0)	M (+2)			L (+4)
2	2			0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOO				
SPECIAL: CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

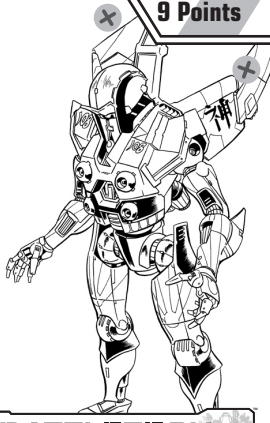
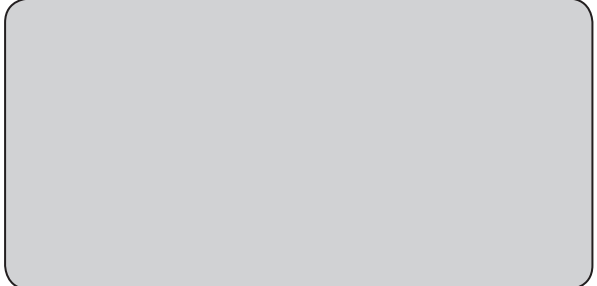
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TSUNAMI TS-P1D		13 Points	ID:	
SIZE: 2 MOVE: 6/3j (12/6j) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOO S: OOO				
SPECIAL: CASE, TSM, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

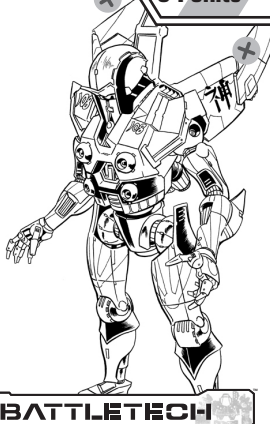
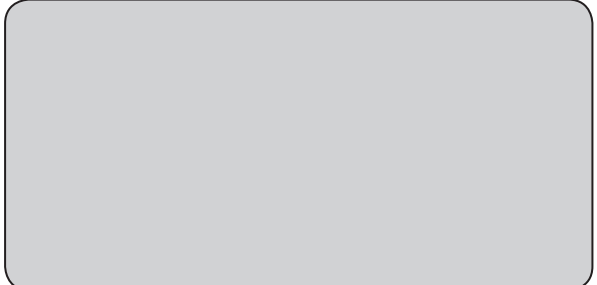
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VENOM SDR-9K		8 Points	ID:	
SIZE: 1 MOVE: 8j (16j) SKILL:				
S (+0)	M (+2)			L (+4)
2	2			0
OV: 1 HEAT SCALE 1 2 3 S				
A: OO S: OO				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

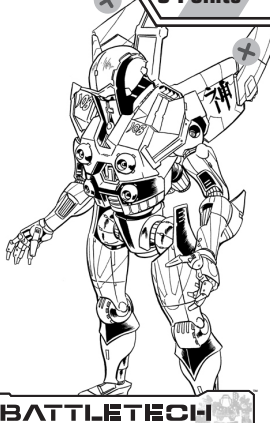
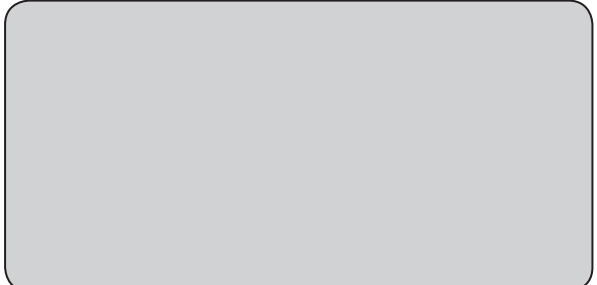
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VENOM SDR-9KA		9 Points	ID:	
SIZE: 1 MOVE: 8j (16j) SKILL:				
S (+0)	M (+2)			L (+4)
2	2			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VENOM SDR-9KB		8 Points	ID:	
SIZE: 1 MOVE: 8/4j (16/8j) SKILL:				
S (+0)	M (+2)			L (+4)
3	2			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VENOM SDR-9KC		9 Points	ID:	
SIZE: 1 MOVE: 8j (16j) SKILL:				
S (+0)	M (+2)			L (+4)
2	2			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○ S: ●●				
SPECIAL: ENE, C3S, MHQ1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VIPER

28 Points

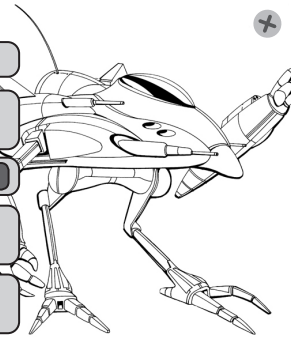
SIZE: 3 MOVE: 5j {10j} SKILL:

S (+0) M (+2) L (+4)
4 4 2

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: OOOO

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

(BLACK PYTHON)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VIPER

25 Points

2

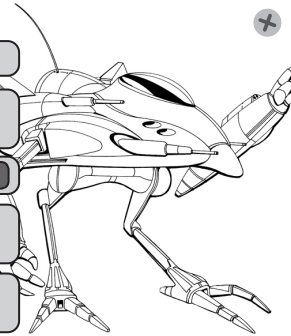
SIZE: 3 MOVE: 5j {10j} SKILL:

S (+0) M (+2) L (+4)
4 3 2

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: OOOO

SPECIAL: CASE, ECM, SRCH,
SOA, SEAL, ES



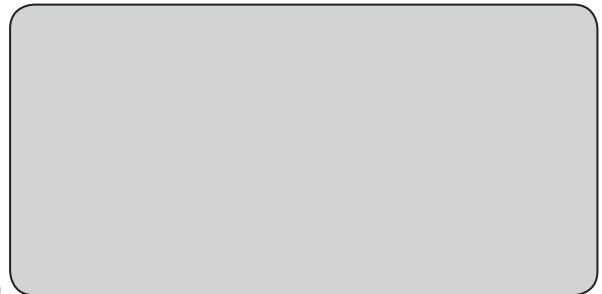
QUICK-STRIKE STATS

BATTLETECH

(BLACK PYTHON)

ID:

2



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VIPER

24 Points

3

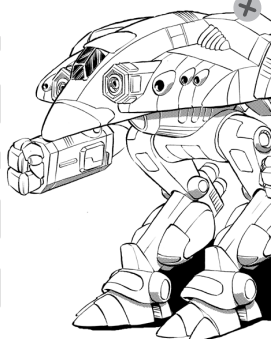
SIZE: 3 MOVE: 5/3j {10/6j} SKILL:

S (+0) M (+2) L (+4)
5 5 0

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: OOOO

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



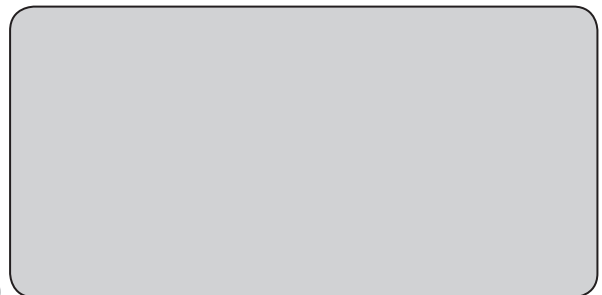
QUICK-STRIKE STATS

BATTLETECH

(BLACK PYTHON)

ID:

3



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VIPER

4

26 Points

SIZE: 3 MOVE: 5/3j (10/6j) SKILL:

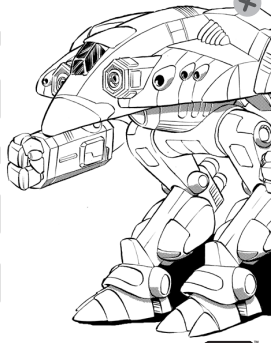
S (+0) M (+2) L (+4)
5 5 0

OV: 3 | HEAT SCALE 1 2 3 S

A: OOOOOO

S: OOOO

SPECIAL: ENE, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

(BLACK PYTHON)

4

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VIXEN

2

16 Points

SIZE: 1 MOVE: 9 (18) SKILL:

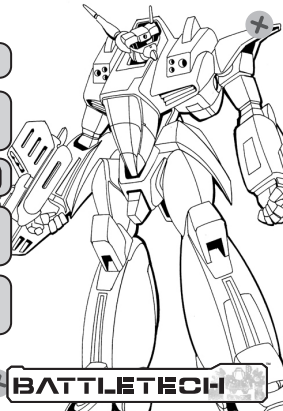
S (+0) M (+2) L (+4)
4 3 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO

S: OO

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

(INCUBUS)

2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VIXEN

2

19 Points

SIZE: 1 MOVE: 9 (18) SKILL:

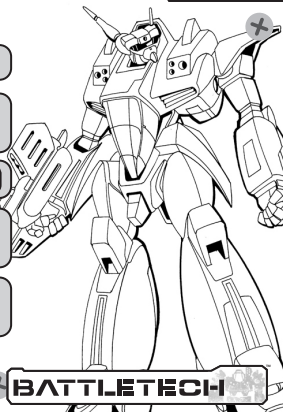
S (+0) M (+2) L (+4)
4 3 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO

S: OO

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

(INCUBUS)

2

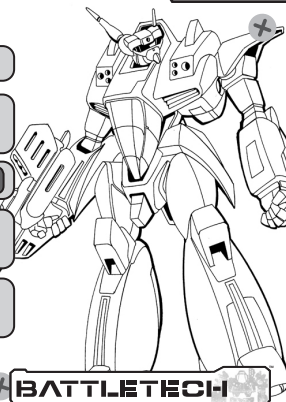
ID:



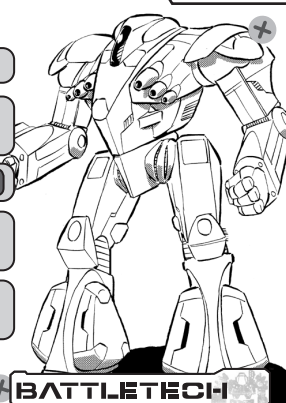
QUICK-STRIKE STATS

BATTLETECH

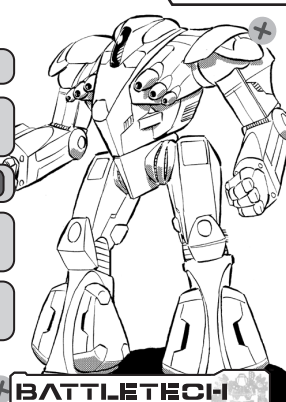
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VIXEN	13 Points	(INCUBUS)	ID:
3		3	
SIZE: 1 MOVE: 9 (18) SKILL:			
S (+0) 4 M (+2) 3 L (+4) 0			
OV: 0 HEAT SCALE 1 2 3 S			
A: OOOO S: ●●			
SPECIAL: CASE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

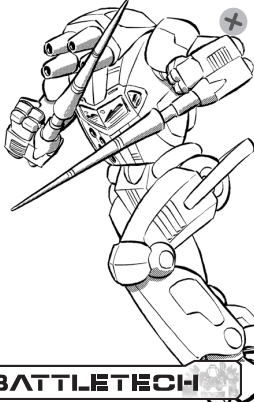
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VIXEN	16 Points	(INCUBUS)	ID:
4		4	
SIZE: 1 MOVE: 9 (18) SKILL:			
S (+0) 3 M (+2) 3 L (+4) 0			
OV: 1 HEAT SCALE 1 2 3 S			
A: OOOO S: ●●			
SPECIAL: ENE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

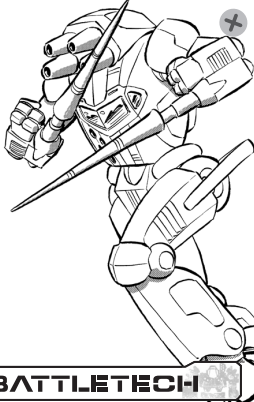
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VIXEN	14 Points	(INCUBUS)	ID:
5		5	
SIZE: 1 MOVE: 9 (18) SKILL:			
S (+0) 4 M (+2) 3 L (+4) 1			
OV: 0 HEAT SCALE 1 2 3 S			
A: OOOO S: ●●			
SPECIAL: CASE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

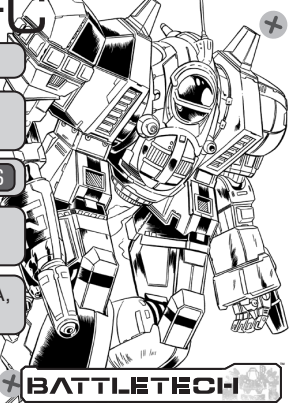
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VOLKH VKH-1		16 Points	ID:	
SIZE: 2 MOVE: 5 (10) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOOOO S: ●				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VOLKH VKH-7		15 Points	ID:	
SIZE: 2 MOVE: 5 (10) SKILL:				
S (+0)	M (+2)			L (+4)
2	2			1
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOOOO S: ●				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WAR DOG WR-DG-02FC		18 Points	ID:	
SIZE: 3 MOVE: 4 (8) SKILL:				
S (+0)	M (+2)			L (+4)
4	4			2
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOOOO S: ●●●				
SPECIAL: ECM, AMS, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WAR DOG

WR-DG-03FC

20 Points

SIZE: 3 MOVE: 4 (8) SKILL:

S (+0)
4

M (+2)
4

L (+4)
2

OV: 2 | HEAT SCALE 1 2 3 S

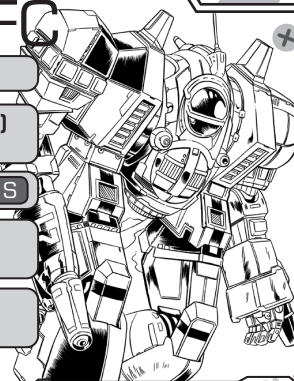
A: OOOOOOO

S: ●●●

SPECIAL: C3S, MHQ1, SRCH,
SOA, SEAL, ES

QUICK-STRIKE STATS

BATTLETECH



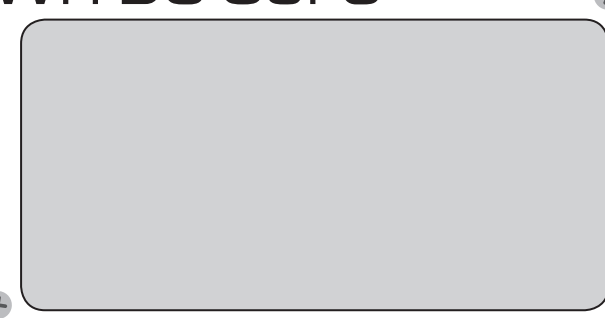
WAR DOG

WR-DG-03FC

ID:

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WATCHMAN

WTC-4DM

12 Points

SIZE: 2 MOVE: 5j (10j) SKILL:

S (+0)
3

M (+2)
3

L (+4)
1

OV: 0 | HEAT SCALE 1 2 3 S

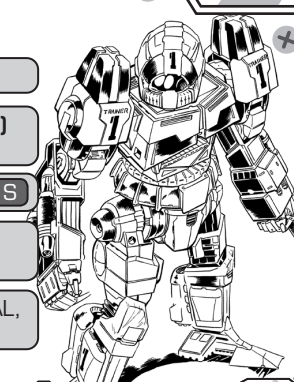
A: OOOOO

S: ●●●

SPECIAL: ENE, SRCH, SOA, SEAL,
ES

QUICK-STRIKE STATS

BATTLETECH



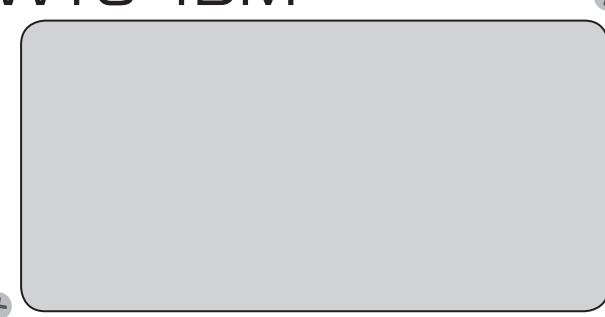
WATCHMAN

WTC-4DM

ID:

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WATCHMAN

WTC-4M

11 Points

SIZE: 2 MOVE: 5j (16j) SKILL:

S (+0)
2

M (+2)
2

L (+4)
0

OV: 0 | HEAT SCALE 1 2 3 S

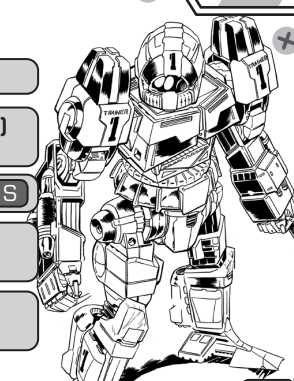
A: OOOOO

S: ●●●

SPECIAL: CASE, SRCH, SOA,
SEAL, ES

QUICK-STRIKE STATS

BATTLETECH



WATCHMAN

WTC-4M

ID:

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WEREWOLF		8 Points	ID:
WER-LF-004			
SIZE: 2 MOVE: 5/3j {10/6j} SKILL:			
S (+0)	M (+2)	L (+4)	
3	2	0	
OV: 0 HEAT SCALE 1 2 3 S			
A: OOOOO			
S: ●●			
SPECIAL: SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WEREWOLF		11 Points	ID:
WER-LF-005			
SIZE: 2 MOVE: 5/1j {10/2j} SKILL:			
S (+0)	M (+2)	L (+4)	
3	3	0	
OV: 0 HEAT SCALE 1 2 3 S			
A: OOOO			
S: ●●			
SPECIAL: STL, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WRAITH		13 Points	ID:
TR1			
SIZE: 2 MOVE: 7j {14j} SKILL:			
S (+0)	M (+2)	L (+4)	
3	3	0	
OV: 0 HEAT SCALE 1 2 3 S			
A: OOOOO			
S: ●●●			
SPECIAL: ENE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WRAITH TR2

15 Points

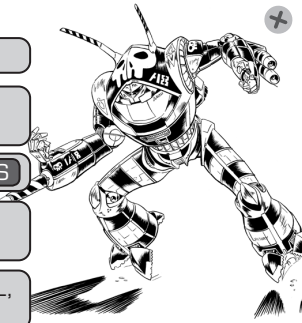
SIZE: 2 MOVE: 7j {14j} SKILL:

S (+0) M (+2) L (+4)
2 2 1

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOO
S: ●●●

SPECIAL: ENE, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

WRAITH TR2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WRAITH TR3

13 Points

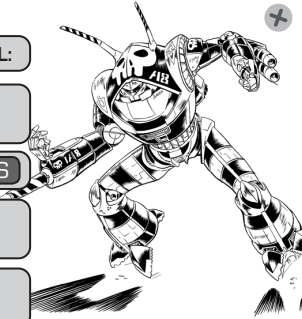
SIZE: 2 MOVE: 7/4j {14/8j} SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: ●●●

SPECIAL: ENE, C3I, MHQ2,
SRCH, SOA, SEAL, ES

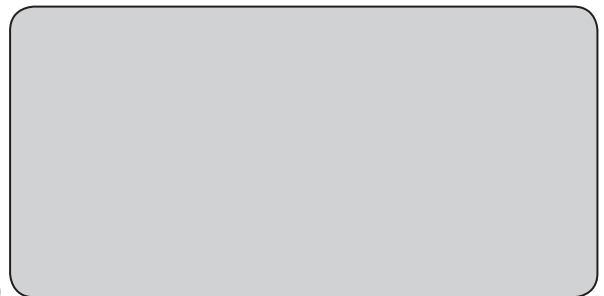


QUICK-STRIKE STATS

BATTLETECH

WRAITH TR3

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

AVAR A

22 Points

SIZE: 1 MOVE: 10a (20a) SKILL:

S (+0) M (+2) L (+4)
4 4 2

OV: 0 | HEAT SCALE 1 2 3 S

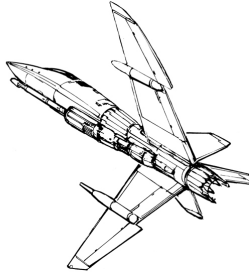
A: OOOO

S: ●●●●●

THRUST

1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

AVAR A

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

AVAR B

21 Points

SIZE: 1 MOVE: 10a (20a) SKILL:

S (+0) M (+2) L (+4)
3 3 2

OV: 1 | HEAT SCALE 1 2 3 S

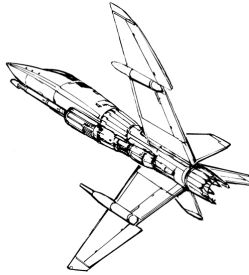
A: OOOO

S: ●●●●●

THRUST

1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

AVAR B

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

AVAR C

17 Points

SIZE: 1 MOVE: 10a (20a) SKILL:

S (+0) M (+2) L (+4)
4 4 0

OV: 2 | HEAT SCALE 1 2 3 S

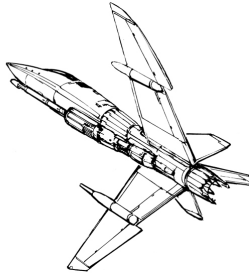
A: OOOO

S: ●●●●●

THRUST

1

SPECIAL: SNARC, VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

AVAR C

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

AVAR D

18 Points

SIZE: 1 MOVE: 10a (20a) SKILL:

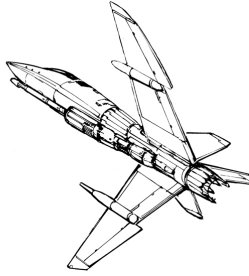
S (+0) M (+2) L (+4)
5 4 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

AVAR D

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

AVAR E

14 Points

SIZE: 1 MOVE: 10a (20a) SKILL:

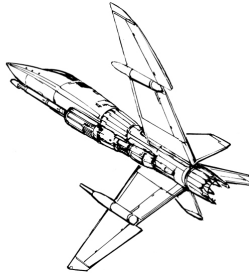
S (+0) M (+2) L (+4)
4 4 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●●●●

THRUST
1

SPECIAL: PRB, RCN, VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

AVAR E

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

AVAR PRIME

21 Points

SIZE: 1 MOVE: 10a (20a) SKILL:

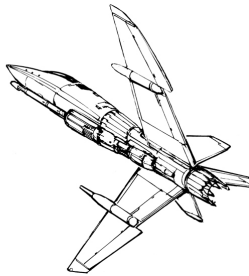
S (+0) M (+2) L (+4)
4 4 1

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

AVAR PRIME

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BASHKIR A

8 Points

SIZE: 1 MOVE: 13a (26a) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

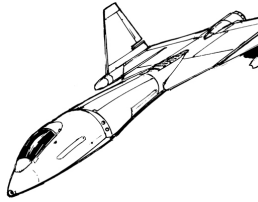
A: 00

S: ●●●●●●●●

THRUST

1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

BASHKIR A

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BASHKIR B

7 Points

SIZE: 1 MOVE: 13a (26a) SKILL:

S (+0) M (+2) L (+4)
2 2 1

OV: 0 | HEAT SCALE 1 2 3 S

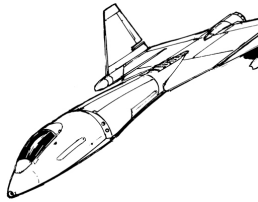
A: 00

S: ●●●●●●●●

THRUST

1

SPECIAL: VSTOL, SPC, BOMB2,
PNT1

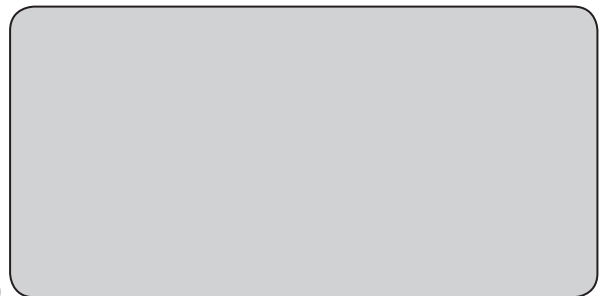


QUICK-STRIKE STATS

BATTLETECH

BASHKIR B

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BASHKIR C

11 Points

SIZE: 1 MOVE: 13a (26a) SKILL:

S (+0) M (+2) L (+4)
2 2 1

OV: 0 | HEAT SCALE 1 2 3 S

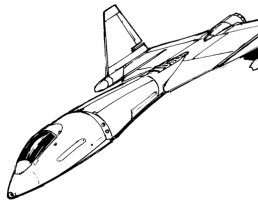
A: 00

S: ●●●●●●●●

THRUST

1

SPECIAL: VSTOL, SPC, BOMB2,
PNT1



QUICK-STRIKE STATS

BATTLETECH

BASHKIR C

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BASHKIR D

10 Points

SIZE: 1 MOVE: 13a (26a) SKILL:

S (+0) M (+2) L (+4)
3 2 0

OV: 0 | HEAT SCALE 1 2 3 S

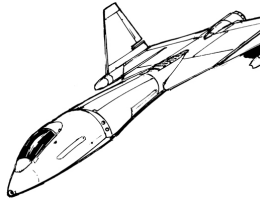
A: OO

S: ●●●●●●●●

THRUST

1

SPECIAL: VSTOL, SPC, BOMB2,
PNT1



QUICK-STRIKE STATS

BATTLETECH

BASHKIR D

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BASHKIR E

9 Points

SIZE: 1 MOVE: 13a (26a) SKILL:

S (+0) M (+2) L (+4)
4 3 0

OV: 0 | HEAT SCALE 1 2 3 S

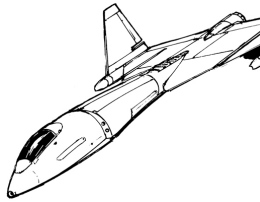
A: OO

S: ●●●●●●●●

THRUST

1

SPECIAL: VSTOL, SPC, BOMB2,
PNT4



QUICK-STRIKE STATS

BATTLETECH

BASHKIR E

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BASHKIR PRIME

11 Points

SIZE: 1 MOVE: 13a (26a) SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

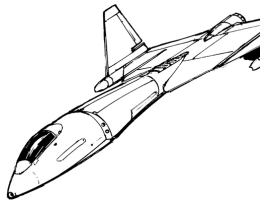
A: OO

S: ●●●●●●●●

THRUST

1

SPECIAL: VSTOL, SPC, BOMB2,
PNT1



QUICK-STRIKE STATS

BATTLETECH

BASHKIR PRIME

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BATU A

20 Points

SIZE: 2 MOVE: 9a (18a) SKILL:

S (+0) M (+2) L (+4)
4 4 2

OV: 1 | HEAT SCALE 1 2 3 S

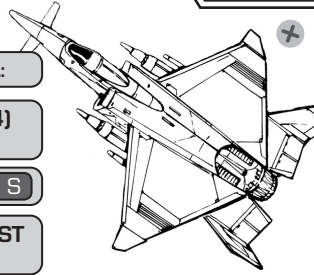
A: ○○○○○
S: ●●●●●

THRUST
1

SPECIAL: SNARC, VSTOL, SPC,
BOMB2

QUICK-STRIKE STATS

BATTLETECH



BATU A

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BATU B

27 Points

SIZE: 2 MOVE: 9a (18a) SKILL:

S (+0) M (+2) L (+4)
5 5 0

OV: 1 | HEAT SCALE 1 2 3 S

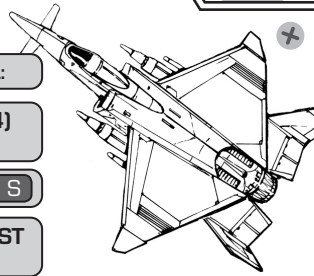
A: ○○○○○
S: ●●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB2

QUICK-STRIKE STATS

BATTLETECH



BATU B

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BATU C

21 Points

SIZE: 2 MOVE: 9a (18a) SKILL:

S (+0) M (+2) L (+4)
5 5 2

OV: 0 | HEAT SCALE 1 2 3 S

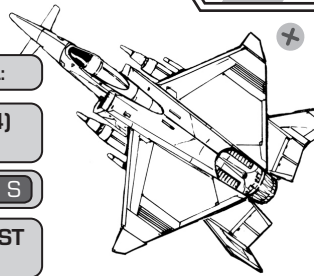
A: ○○○○○
S: ●●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB2,
PNT2

QUICK-STRIKE STATS

BATTLETECH



BATU C

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BATU D

24 Points

SIZE: 2 MOVE: 9a (18a) SKILL:

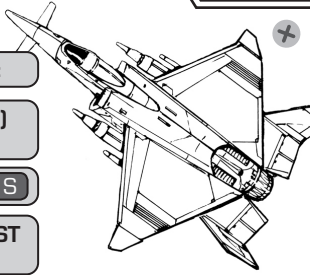
S (+0) M (+2) L (+4)
4 4 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

BATU D

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BATU E

16 Points

SIZE: 1 MOVE: 9a (18a) SKILL:

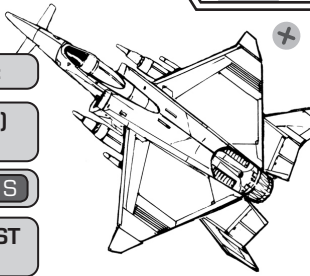
S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

BATU E

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BATU PRIME

25 Points

SIZE: 2 MOVE: 9a (18a) SKILL:

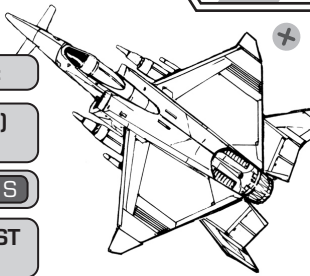
S (+0) M (+2) L (+4)
5 5 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

BATU PRIME

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JAGATAI A

26 Points

SIZE: 3 MOVE: 6a {12a} SKILL:

S (+0) M (+2) L (+4)
7 7 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB3

QUICK-STRIKE STATS

BATTLETECH

JAGATAI A

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JAGATAI B

28 Points

SIZE: 3 MOVE: 6a {12a} SKILL:

S (+0) M (+2) L (+4)
5 5 5

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB3

QUICK-STRIKE STATS

BATTLETECH

JAGATAI B

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JAGATAI C

23 Points

SIZE: 3 MOVE: 6a {12a} SKILL:

S (+0) M (+2) L (+4)
4 4 3

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB3,
FLK1/1/0

QUICK-STRIKE STATS

BATTLETECH

JAGATAI C

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JAGATAI D

29 Points

SIZE: 3 MOVE: 6a {12a} SKILL:

S (+0) M (+2) L (+4)
7 6 5

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB3

QUICK-STRIKE STATS

BATTLETECH

JAGATAI D

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JAGATAI E

26 Points

SIZE: 2 MOVE: 6a {12a} SKILL:

S (+0) M (+2) L (+4)
7 6 4

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB3,
FLK4/4/4

QUICK-STRIKE STATS

BATTLETECH

JAGATAI E

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JAGATAI PRIME

28 Points

SIZE: 3 MOVE: 6a {12a} SKILL:

S (+0) M (+2) L (+4)
5 5 5

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB3

QUICK-STRIKE STATS

BATTLETECH

JAGATAI PRIME

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JAGATAI X

30 Points

SIZE: 2 MOVE: 6a {12a} SKILL:

S (+0) M (+2) L (+4)
7 7 7

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: OOOO

THRUST
1

SPECIAL: RCN, AECM, LPRB,
VSTOL, SPC, BOMB3, PNT1

QUICK-STRIKE STATS

BATTLETECH

JAGATAI X

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JENGIZ A

32 Points

SIZE: 4 MOVE: 5a {10a} SKILL:

S (+0) M (+2) L (+4)
7 7 7

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOOOO
S: OOOO

THRUST
1

SPECIAL: VSTOL, SPC, BOMB4,
PNT1

QUICK-STRIKE STATS

BATTLETECH

JENGIZ A

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JENGIZ B

36 Points

SIZE: 4 MOVE: 5a {10a} SKILL:

S (+0) M (+2) L (+4)
8 8 7

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOOOOOO
S: OOOO

THRUST
1

SPECIAL: VSTOL, SPC, BOMB4,
PNT1

QUICK-STRIKE STATS

BATTLETECH

JENGIZ B

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JENGIZ C

22 Points

SIZE: 4 MOVE: 5a {10a} SKILL:

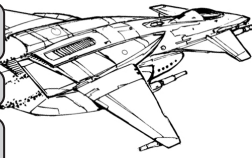
S (+0) M (+2) L (+4)
7 7 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB4,
FLK3/3/O, PNT1



QUICK-STRIKE STATS

BATTLETECH

JENGIZ C

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JENGIZ D

29 Points

SIZE: 4 MOVE: 5a {10a} SKILL:

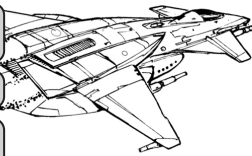
S (+0) M (+2) L (+4)
8 8 3

OV: 3 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB4,
PNT1



QUICK-STRIKE STATS

BATTLETECH

JENGIZ D

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JENGIZ E

30 Points

SIZE: 3 MOVE: 5a {10a} SKILL:

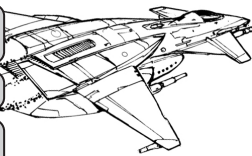
S (+0) M (+2) L (+4)
7 7 6

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: ●●●●

THRUST
1

SPECIAL: ECM, VSTOL, SPC,
BOMB4, PNT1



QUICK-STRIKE STATS

BATTLETECH

JENGIZ E

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JENGIZ PRIME

30 Points

SIZE: 4 MOVE: 5a {10a} SKILL:

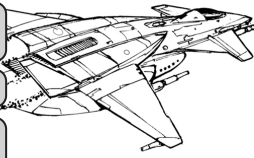
S (+0) M (+2) L (+4)
7 7 4

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: ●●●●

THRUST
1

SPECIAL: ECM, VSTOL, SPC,
BOMB4, PNT1



QUICK-STRIKE STATS

BATTLETECH

JENGIZ PRIME

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JENGIZ X

32 Points

SIZE: 3 MOVE: 5a {10a} SKILL:

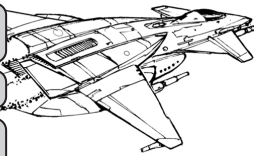
S (+0) M (+2) L (+4)
8 8 6

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: ●●●●

THRUST
1

SPECIAL: ECM, VSTOL, SPC,
BOMB4



QUICK-STRIKE STATS

BATTLETECH

JENGIZ X

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KIRGHIZ A

34 Points

SIZE: 4 MOVE: 5a {10a} SKILL:

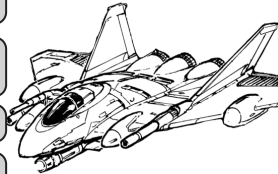
S (+0) M (+2) L (+4)
6 6 6

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB4,
PNT1



QUICK-STRIKE STATS

BATTLETECH

KIRGHIZ A

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KIRGHIZ B

39 Points

SIZE: 4 MOVE: 5a {10a} SKILL:

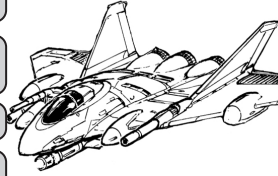
S (+0) 8 M (+2) 8 L (+4) 8

OV: 3 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB4,
PNT1



QUICK-STRIKE STATS

BATTLETECH

KIRGHIZ B

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KIRGHIZ C

32 Points

SIZE: 4 MOVE: 5a {10a} SKILL:

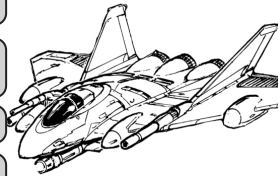
S (+0) 6 M (+2) 6 L (+4) 4

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●

THRUST
1

SPECIAL: CT10, VSTOL, SPC,
BOMB4, PNT1



QUICK-STRIKE STATS

BATTLETECH

KIRGHIZ C

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KIRGHIZ D

36 Points

SIZE: 4 MOVE: 5a {10a} SKILL:

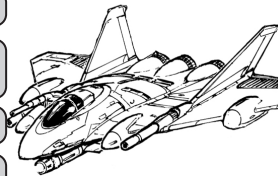
S (+0) 13 M (+2) 10 L (+4) 5

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB4,
PNT1



QUICK-STRIKE STATS

BATTLETECH

KIRGHIZ D

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KIRGHIZ E

40 Points

SIZE: 3 MOVE: 5a {10a} SKILL:

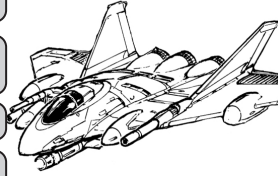
S (+0) M (+2) L (+4)
8 7 7

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: OOOOO

THRUST
1

SPECIAL: ECM, PRB, RCN, VSTOL,
SPC, BOMB4, PNT1, FLK5/5/5



QUICK-STRIKE STATS

BATTLETECH

KIRGHIZ E

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KIRGHIZ PRIME

30 Points

SIZE: 4 MOVE: 5a {10a} SKILL:

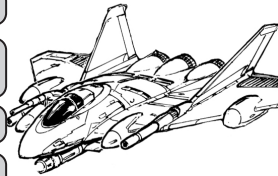
S (+0) M (+2) L (+4)
6 6 6

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: OOOOO

THRUST
1

SPECIAL: VSTOL, SPC, BOMB4,
FLK1/1/1, PNT1



QUICK-STRIKE STATS

BATTLETECH

KIRGHIZ PRIME

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SABUTAI A

24 Points

SIZE: 3 MOVE: 6a {12a} SKILL:

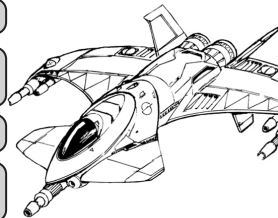
S (+0) M (+2) L (+4)
7 7 0

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOO

THRUST
1

SPECIAL: VSTOL, SPC, BOMB4,
PNT2, FLK1/1/0



QUICK-STRIKE STATS

BATTLETECH

SABUTAI A

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SABUTAI B

31 Points

SIZE: 3 MOVE: 6a {12a} SKILL:

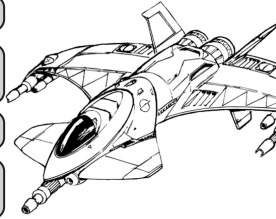
S (+0) M (+2) L (+4)
6 6 6

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●●

THRUST
1

SPECIAL: ECM, TAG, SNARC,
VSTOL, SPC, BOMB4, PNT1



QUICK-STRIKE STATS

BATTLETECH

SABUTAI B

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SABUTAI C

31 Points

SIZE: 3 MOVE: 6a {12a} SKILL:

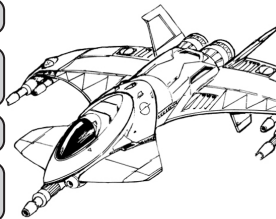
S (+0) M (+2) L (+4)
9 9 4

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB4,
PNT1



QUICK-STRIKE STATS

BATTLETECH

SABUTAI C

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SABUTAI D

26 Points

SIZE: 3 MOVE: 6a {12a} SKILL:

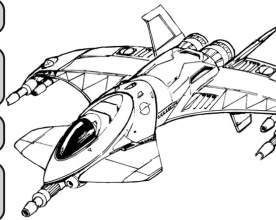
S (+0) M (+2) L (+4)
9 9 0

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB4,
PNT1



QUICK-STRIKE STATS

BATTLETECH

SABUTAI D

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SABUTAI E

32 Points

SIZE: 3 MOVE: 6a {12a} SKILL:

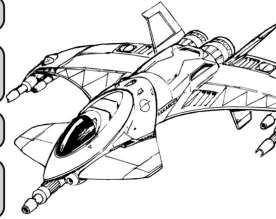
S (+0) M (+2) L (+4)
8 7 5

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●●

THRUST
1

SPECIAL: PRB, RCN, VSTOL, SPC,
BOMB4, PNT1, FLK5/5/5



QUICK-STRIKE STATS

BATTLETECH

SABUTAI E

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SABUTAI PRIME

32 Points

SIZE: 3 MOVE: 6a {12a} SKILL:

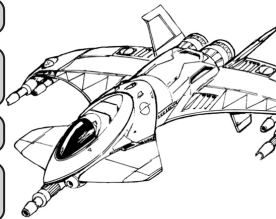
S (+0) M (+2) L (+4)
6 7 6

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB4,
PNT2, FLK1/1/0



QUICK-STRIKE STATS

BATTLETECH

SABUTAI PRIME

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCYTHA A

31 Points

SIZE: 4 MOVE: 6a {12a} SKILL:

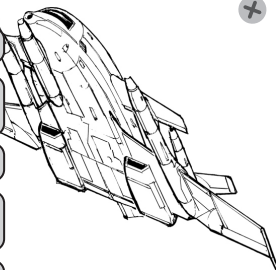
S (+0) M (+2) L (+4)
7 7 5

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: ●●●●●

THRUST
1

SPECIAL: SNARC, VSTOL, SPC,
BOMB4



QUICK-STRIKE STATS

BATTLETECH

SCYTHA A

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCYTHA B

35 Points

SIZE: 4 MOVE: 6a {12a} SKILL:

S (+0) M (+2) L (+4)
6 6 6

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●

THRUST
1

SPECIAL: AMS, VSTOL, SPC,
BOMB4, PNT1

QUICK-STRIKE STATS

BATTLETECH

SCYTHA B

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCYTHA C

35 Points

SIZE: 4 MOVE: 6a {12a} SKILL:

S (+0) M (+2) L (+4)
8 8 6

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB4,
PNT1

QUICK-STRIKE STATS

BATTLETECH

SCYTHA C

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCYTHA D

33 Points

SIZE: 4 MOVE: 6a {12a} SKILL:

S (+0) M (+2) L (+4)
7 7 3

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB4,
PNT1

QUICK-STRIKE STATS

BATTLETECH

SCYTHA D

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCYTHA E

36 Points

SIZE: 3 MOVE: 6a {12a} SKILL:

S (+0) M (+2) L (+4)
7 7 6

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●

THRUST
1

SPECIAL: ECM, PRB, RCN, VSTOL,
SPC, BOMB4, PNT1, FLK4/4/4

QUICK-STRIKE STATS

BATTLETECH

SCYTHA E

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCYTHA PRIME

32 Points

SIZE: 4 MOVE: 6a {12a} SKILL:

S (+0) M (+2) L (+4)
6 6 4

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB4,
PNT1

QUICK-STRIKE STATS

BATTLETECH

SCYTHA PRIME

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCYTHA X

29 Points

SIZE: 3 MOVE: 6a {12a} SKILL:

S (+0) M (+2) L (+4)
7 7 0

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●

THRUST
1

SPECIAL: ECM, VSTOL, SPC,
BOMB4

QUICK-STRIKE STATS

BATTLETECH

SCYTHA X

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SULLA A

19 Points

SIZE: 2 MOVE: 9a (18a) SKILL:

S (+0) M (+2) L (+4)
4 4 3

OV: 0 | HEAT SCALE 1 2 3 S

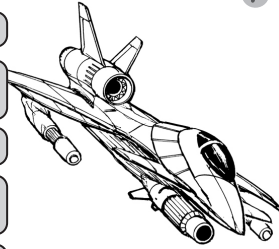
A: ○○○○○

S: ●●●●●

THRUST

1

SPECIAL: VSTOL, SPC, BOMB2,
PNT1



QUICK-STRIKE STATS

BATTLETECH

SULLA A

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SULLA B

18 Points

SIZE: 2 MOVE: 9a (18a) SKILL:

S (+0) M (+2) L (+4)
4 4 4

OV: 0 | HEAT SCALE 1 2 3 S

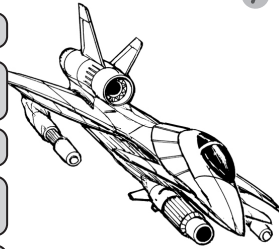
A: ○○○○○

S: ●●●●●

THRUST

1

SPECIAL: VSTOL, SPC, BOMB2,
PNT1



QUICK-STRIKE STATS

BATTLETECH

SULLA B

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SULLA C

25 Points

SIZE: 2 MOVE: 9a (18a) SKILL:

S (+0) M (+2) L (+4)
4 4 3

OV: 0 | HEAT SCALE 1 2 3 S

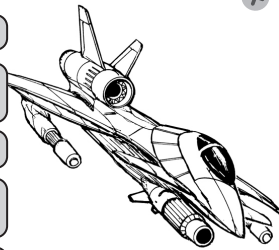
A: ○○○○○

S: ●●●●●

THRUST

1

SPECIAL: VSTOL, SPC, BOMB2,
PNT1



QUICK-STRIKE STATS

BATTLETECH

SULLA C

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SULLA D

18 Points

SIZE: 2 MOVE: 9a (18a) SKILL:

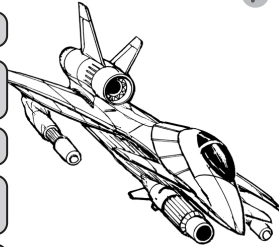
S (+0) M (+2) L (+4)
5 5 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB2,
PNT1



QUICK-STRIKE STATS

BATTLETECH

SULLA D

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SULLA E

21 Points

SIZE: 1 MOVE: 9a (18a) SKILL:

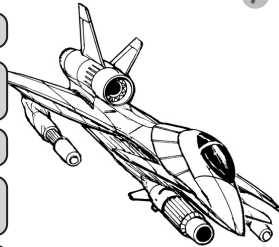
S (+0) M (+2) L (+4)
3 3 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB2,
PNT1



QUICK-STRIKE STATS

BATTLETECH

SULLA E

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SULLA PRIME

25 Points

SIZE: 2 MOVE: 9a (18a) SKILL:

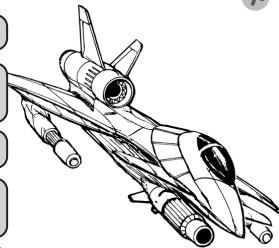
S (+0) M (+2) L (+4)
3 3 3

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB2,
PNT1



QUICK-STRIKE STATS

BATTLETECH

SULLA PRIME

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TURK A

20 Points

SIZE: 2 MOVE: 7a {14a} SKILL:

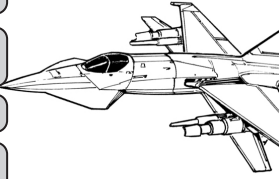
S (+0) M (+2) L (+4)
4 4 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB3



QUICK-STRIKE STATS

BATTLETECH

TURK A

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TURK B

18 Points

SIZE: 2 MOVE: 7a {14a} SKILL:

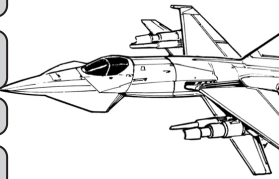
S (+0) M (+2) L (+4)
5 5 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB3



QUICK-STRIKE STATS

BATTLETECH

TURK B

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TURK C

22 Points

SIZE: 2 MOVE: 7a {14a} SKILL:

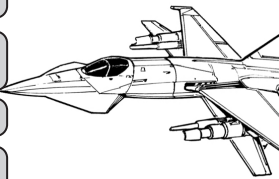
S (+0) M (+2) L (+4)
4 4 3

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB3



QUICK-STRIKE STATS

BATTLETECH

TURK C

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TURK D

23 Points

SIZE: 2 MOVE: 7a {14a} SKILL:

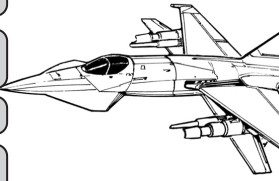
S (+0) M (+2) L (+4)
7 5 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB3



QUICK-STRIKE STATS

BATTLETECH

TURK D

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TURK E

18 Points

SIZE: 2 MOVE: 7a {14a} SKILL:

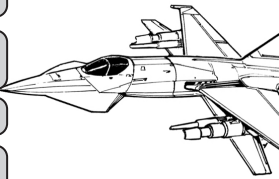
S (+0) M (+2) L (+4)
4 3 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

THRUST
1

SPECIAL: ECM, VSTOL, SPC,
BOMB3, PNT3



QUICK-STRIKE STATS

BATTLETECH

TURK E

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TURK PRIME

27 Points

SIZE: 2 MOVE: 7a {14a} SKILL:

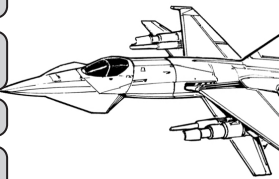
S (+0) M (+2) L (+4)
4 4 4

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB3



QUICK-STRIKE STATS

BATTLETECH

TURK PRIME

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VANDAL A

8 Points

SIZE: 1 MOVE: 14a (28a) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

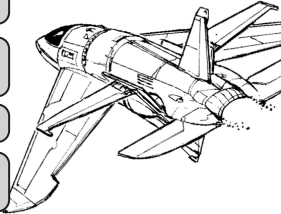
A: 000

S: ●●●●●●●●

THRUST

1

SPECIAL: VSTOL, SPC, BOMB2,
PNT1



QUICK-STRIKE STATS

BATTLETECH

VANDAL A

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VANDAL B

9 Points

SIZE: 1 MOVE: 14a (28a) SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

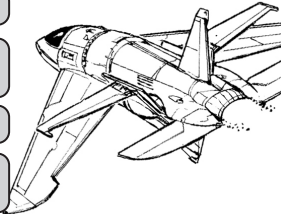
A: 000

S: ●●●●●●●●

THRUST

1

SPECIAL: VSTOL, SPC, BOMB2,
PNT3



QUICK-STRIKE STATS

BATTLETECH

VANDAL B

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VANDAL C

13 Points

SIZE: 1 MOVE: 14a (28a) SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

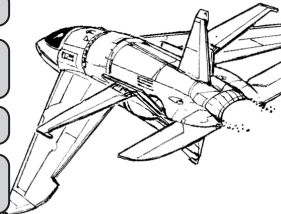
A: 000

S: ●●●●●●●●

THRUST

1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

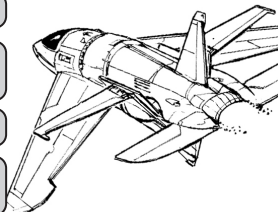
VANDAL C

ID:

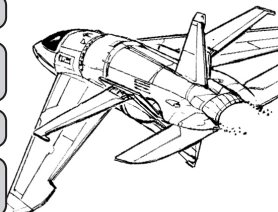
QUICK-STRIKE STATS

BATTLETECH

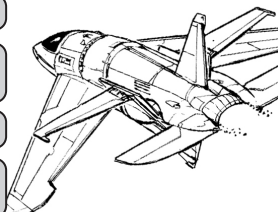
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VANDAL D		10 Points	ID:
SIZE: 1 MOVE: 14a (28a) SKILL: S (+0) M (+2) L (+4) 3 3 0 OV: 0 HEAT SCALE 1 2 3 S A: 000 S: 00000000 THRUST 1 SPECIAL: VSTOL, SPC, BOMB2			
QUICK-STRIKE STATS BATTLETECH			

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VANDAL E		4 Points	ID:
SIZE: 1 MOVE: 14a (28a) SKILL: S (+0) M (+2) L (+4) 1 0 0 OV: 0 HEAT SCALE 1 2 3 S A: 000 S: 00000000 THRUST 1 SPECIAL: PRB, RCN, VSTOL, SPC, BOMB2, PNT1			
QUICK-STRIKE STATS BATTLETECH			

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VANDAL PRIME		5 Points	ID:
SIZE: 1 MOVE: 14a (28a) SKILL: S (+0) M (+2) L (+4) 1 1 0 OV: 0 HEAT SCALE 1 2 3 S A: 000 S: 00000000 THRUST 1 SPECIAL: PRB, RCN, VSTOL, SPC, BOMB2, PNT1			
QUICK-STRIKE STATS BATTLETECH			

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VISIGOTH A

30 Points

SIZE: 3 MOVE: 7a {14a} SKILL:

S (+0) M (+2) L (+4)
6 6 5

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB3



QUICK-STRIKE STATS

BATTLETECH

VISIGOTH A

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VISIGOTH B

25 Points

SIZE: 3 MOVE: 7a {14a} SKILL:

S (+0) M (+2) L (+4)
4 4 4

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB3



QUICK-STRIKE STATS

BATTLETECH

VISIGOTH B

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VISIGOTH C

25 Points

SIZE: 3 MOVE: 7a {14a} SKILL:

S (+0) M (+2) L (+4)
5 5 3

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB3



QUICK-STRIKE STATS

BATTLETECH

VISIGOTH C

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VISIGOTH D

18 Points

SIZE: 3 MOVE: 7a {14a} SKILL:

S (+0) M (+2) L (+4)
5 5 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB3



QUICK-STRIKE STATS

BATTLETECH

VISIGOTH D

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VISIGOTH E

32 Points

SIZE: 2 MOVE: 7a {14a} SKILL:

S (+0) M (+2) L (+4)
7 7 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB3,
FLK2/2/2



QUICK-STRIKE STATS

BATTLETECH

VISIGOTH E

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VISIGOTH PRIME

21 Points

SIZE: 3 MOVE: 7a {14a} SKILL:

S (+0) M (+2) L (+4)
5 5 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●

THRUST
1

SPECIAL: VSTOL, SPC, BOMB3,
FLK1/1/1



QUICK-STRIKE STATS

BATTLETECH

VISIGOTH PRIME

ID:

QUICK-STRIKE STATS

BATTLETECH